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E³ Showstoppers!

- Final Fantasy X
- Devil May Cry
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- Grand Theft Auto III
- Capcom vs. SNK 2

GAME BOY ADVANCE

- Spyro
- Banjo-Kazooie
- Super Street Fighter II Turbo Revival

- Medal of Honor: Allied Assault
- Unreal 2
- Return to Castle Wolfenstein

- Shenmue II
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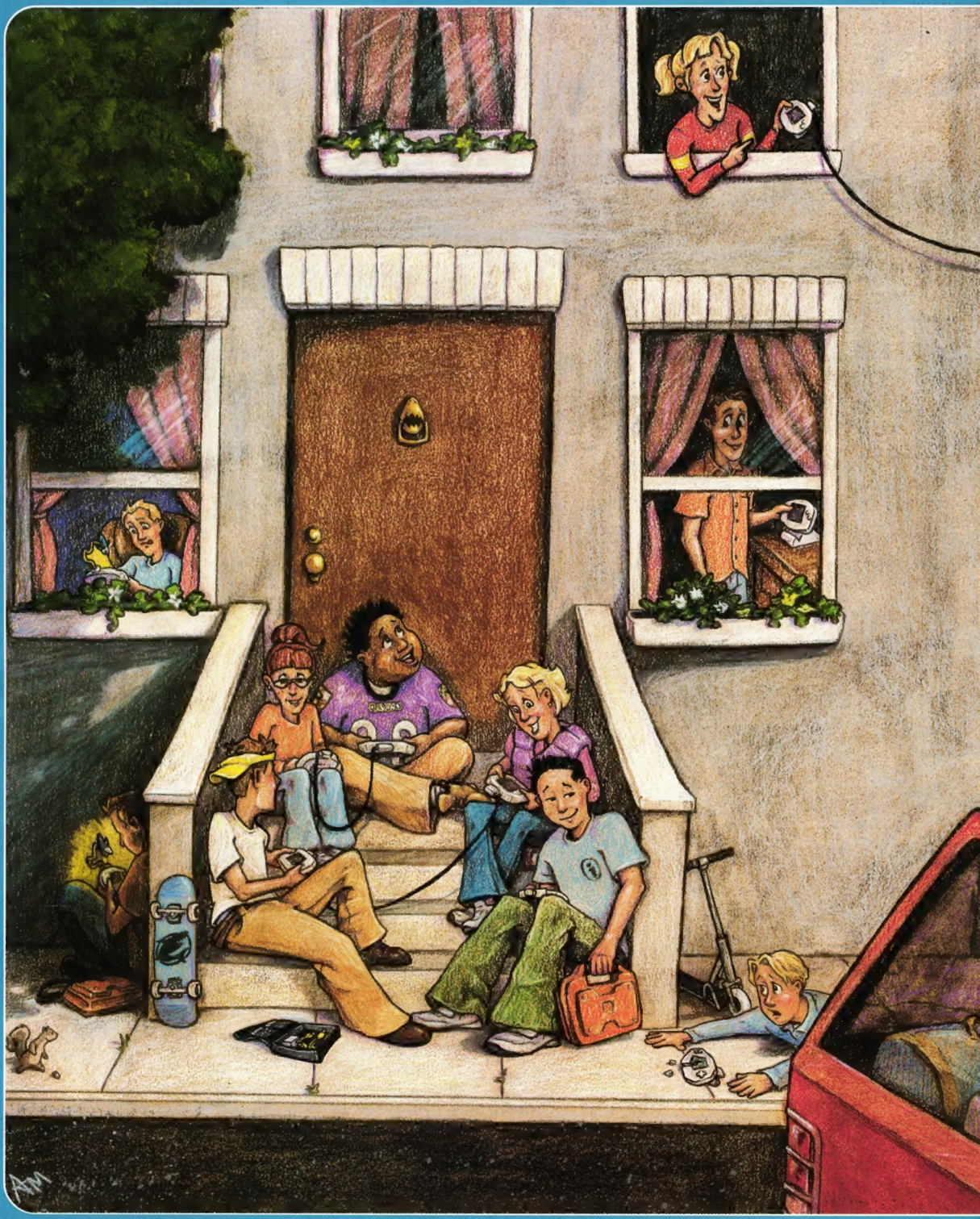

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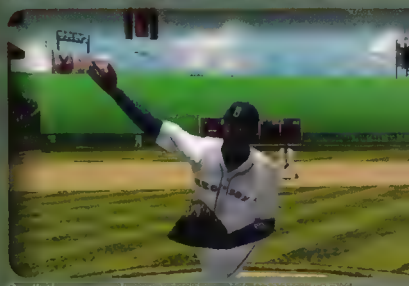

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CONTENTS AUGUST 2001

FEATURES

34 Tricks & Treats

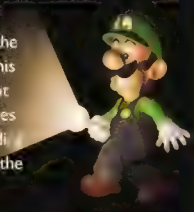
Last year, SSX blew onto the PlayStation 2 scene like a snowstorm. Find out how EA Big has "tricked" out this super snowboard racing game for 2001.

38 So You Want To Be a Game Tester?

Game testing is the quickest way to get your foot in the door of game design and programming—but it's not easy. If getting paid to play games all day long sounds fun, find out these facts first.

42 E³ Showstoppers

Find out which games stopped the GamePros in their tracks at this year's Electronic Entertainment Expo (E³) in L.A. Eighteen pages of the hottest of the hot, including previously unknown games for the GameCube and the Xbox.



SPECIAL PROREVIEWS

90 Twisted Metal: Black M

Twisted Metal: Black drives its unique brand of car combat down a dark and challenging road. Join Sweet Tooth and the gang for outrageous PS2 road rage.

100 NBA Street E

If you think the NBA's brand of basketball is a little too conservative, here's a smart and tough fantasy b-ball game guaranteed to take you to the hoop.

PROSTRATEGY SECTION

PROSTRATEGY GU

110 Mat Hoffman's Pro BMX (PlayStation)

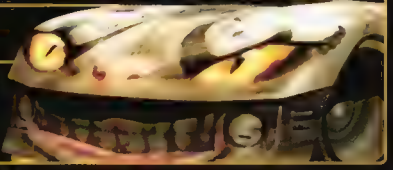
E If you're gonna ride with Mat Hoffman, learn from the best. This guide breaks down BMX biking, including how to pull special combos, how to collect the covers, and where to find all the "T-R-I-C-K" letters.

118 Rumble Racing (PlayStation 2)

E Our ProStrategy Guide shows you where to find the game's hidden Easter eggs so you can unlock cool bonus cars. If you can't find them, we give you the instant-access passwords.

S.W.A.T. PRO

120 Use these passwords and codes to bust Conker's Bad Fur Day (N64), MDK 2 (PS2), Star Wars Super Bombad Racing (PS2), and more.



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E³ Game Finder

GAMECUBE
Eternal Darkness 45
Luigi's Mansion 42
Metroid Prime 45
Pikmin 44
StarFox Adventures: Dinosaur Planet 45
Star Wars Rogue Leader: Rogue Squadron II . . 43
Super Smash Bros. Melee 44

XBOX
Blood Wake 48
Cel Damage 46
Dead or Alive 3 46
Halo 47
Jet Set Radio Future 47
Project Gotham Racing 48
TransWorld Surf 48

PLAYSTATION 2
Baldur's Gate: Dark Alliance 54
Capcom vs. SNK 2: Mark of the Millennium 2001 53
Devil May Cry 50
Final Fantasy X 51
Frequency 54
Grand Theft Auto III 53
Maximo: Ghosts to Glory 52
Metal Gear Solid 2: Sons of Liberty 52
Silent Hill 2 52
Sled Storm 2 53
Smuggler's Run 2: Hostile Territory 54
State of Emergency 51
Tony Hawk's Pro Skater 3 54

PC
Age of Mythology 57
Dungeon Siege 58
Freelancer 58
Metal of Honor: Allied Assault 56
Neverwinter Nights 58
Return to Castle Wolfenstein 56
Soldier of Fortune II: Double Helix 57
Unreal 2 57

GAME BOY ADVANCE
Banjo-Kazooie: Grunty's Revenge 60
Diddy Kong Pilot 60
Klonoa Empire of Dreams 61
Sabrewulf 60
Spyro: Season of Ice 61
Super Street Fighter II Turbo Revival 61

PLAYSTATION
Harry Potter & the Sorcerer's Stone 62
Madden NFL 2002 62
One Piece Mansion 62
Syphon Filter 3 62

DREAMCAST
Phantasy Star Online Ver. 2 (working title) 62
Shenmue II 62
Sonic Adventure 2 62

Other Featured Games

Action Man: Search for Base X 123
AirForce Delta Storm 82
Alone in the Dark: The New Nightmare 96
Anachronox 66
Army Men: Advance 72
Army Men: Air Attack 2 121
Batman: Vengeance 83
Beam Breakers 69
Bionicle: Tales of Tohunga 74
Bloody Roar 3 94
Bomberman Tournament 72
Buffy the Vampire Slayer 69
Castlevania: Circle of the Moon 125
Commandos 2 66
Confidential Mission 99
Conker's Bad Fur Day 120
Cool Boarders 2001 122
Crazy Taxi 2 98
Dark Cloud 106
Dave Mirra Freestyle BMX: Maximum Remix . . 96
Disney's Tarzan 85
Dragon Warrior III 74
Dragon Warrior VII 108
Dynasty Warriors 3 80
Ephemeral Fantasia 108
Escape From Monkey Island 94
F1 2001 105
Final Fantasy Chronicles (Final Fantasy IV) . . . 107
Fortress 74
GT Advance: Championship Racing 72
Half-Life 85
Ico 84
Jak and Daxter: The Precursor Legacy 76
James Bond 007 in Agent Under Fire 80
Kinetica 86
Kingdom Hearts 107
Klonoa 2: Lunatea's Veil 92
Konami Krazy Racers 72
Lady Sia 74
The Legend of Zelda: Oracle of Ages 70
The Legend of Zelda: Oracle of Seasons 70
Madden NFL 2002 102
Mat Hoffman's Pro BMX 110
MDK 2 Armageddon 121
Mobile Suit Gundam: Journey to Jaburo 83
Mocap Boxing 64
NASCAR 2002 103
NBA 2K2 104
NBA Street 100

CONTINUED ▶

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CONTENTS AUGUST 2001

SNEAK PREVIEWS & PROREVIEWS

76 Sneak Previews
Jak and Daxter (PS2), WWF Raw Is War (Xbox), Star Wars Obi-Wan (Xbox), Agent Under Fire (PS2), Wave Race: Blue Storm (GameCube), and many more!

90 PlayStation 2 ProReviews

96 PlayStation ProReviews

98 Dreamcast ProReviews

HOT AT THE ARCADES

64 Tekken lives with Tekken 4! Check out our First Look preview of this upcoming smash fighting game with early info on new and returning characters. Also, are you ready to rumble with Mocap Boxing?

Mocap Boxing! Page 64.

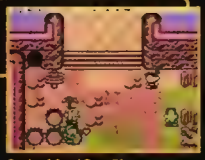
PC GAMEPRO

66 Anachronox will turn you into a sci-fi private eye, while Commandos 2 will make you a mean fighting machine. And be sure to check out Torn, Sigma, Stronghold, and the rest of the PC previews!

Anachronox! Page 66.

GAME BOY ADVANCES

70 The Legend returns in two new Zelda games for the Game Boy Color, Oracle of Ages and Oracle of Seasons. Plus, we have previews of Pokémon Crystal (GBC), Fortress (GBA), and more.


Oracle of Ages! Page 70.

SPORTS PAGES

100 Fire up NBA Street (PS2) to play rim-rocking basketball. You can also scout the cool games from E³ like Madden NFL 2002 (PS2), NFL Fever 2002 (Xbox), NASCAR 2002 (PS2), and Tennis 2K2 (Dreamcast).

Madden NFL 2002! Page 102.

ROLE-PLAYER'S REALM

106 Find out if Dark Cloud finally means bright days for PlayStation 2 RPGs. Then, check out Final Fantasy Chronicles (PlayStation) and Kingdom Hearts (PS2), the latest from Square EA.

Dark Cloud! Page 106.

DEPARTMENTS

18 Editor's Letter
The big 3 at E³.

18 HEAD2HEAD
Girl gamers fight back.

20 Art Attack
Attack, yes...but is it art?

24 Buyers Beware
Game Boy Advance advice.

25 CuttingEdge
Get ready to face the future of gaming—with your actual face.

26 PRONews
GameCube and Xbox...ready for blast off!

88 PlaySmart
A service to our readers.

Game Finder (continued)

NCAA Football 2002 102
NFL 2K2 104
NFL Fever 2002 103
NFL Quarterback Club 2002 105
NHL 2002 103
NHL Hitz 20-02 105
Oni 123
Outtrigger 99
Pilot Academy 85
Pokémon Crystal 74
Quake III Arena 121
Quake III Revolution 124
Rainbow Six: Rogue Spear (Dreamcast) 122
Rainbow Six: Rogue Spear (PlayStation) 122
Rumble Racing 118
Saiyuki: Journey West 108
Shadow Man 2: 2econd Coming 84
Shaun Palmer's Pro Snowboarder 84
Sigma: The Adventures of Rex Chance 68
Silent Scope 2: Dark Silhouette 83
The Simpsons: Night of the Living Treehouse of Horror 122
SOCOM: U.S. Navy SEALs 79
Spider-Man 124
Spider-Man: The Movie 26
Splashdown 86
Spy Hunter 82
SSX Tricky 34
Star Trek: Borg Assimilator 69
Star Wars Obi-Wan 78
Star Wars Starfighter 125
Star Wars Super Bombad Racing 120
Stronghold 68
Tekken 4 64
Tennis 2K2 104
Tiny Tank 125
Top Gun—Combat Zones 85
Torn 68
Twisted Metal: Black 90
Unreal Championship 82
Unreal Tournament 123
Wave Race: Blue Storm 79
Wild Wild Racing 123
WWF Raw Is War 78
WWF SmackDown Just Bring It 86

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Games

Go to GamePro.com for reviews and previews of all the hottest games for the PlayStation 2, Dreamcast, N64, PlayStation, and PC. Enter contests to win awesome prizes, find the latest cheats, print out strategies, and chat with a different GamePro everyday.

This Month

- Devil May Cry (PS2)
- Star Wars Rogue Leader: Rogue Squadron II (GameCube)
- Sims Online (PC)
- Pokémon Crystal (GBC)

Entertainment

Check out the entertainment channel for reviews of newly released movies, comics, anime, toys, and all the latest DVDs. Be sure to check out New Comics Day every Friday.

This Month

- In Theaters—*Rush Hour 2*
- In Theaters—*Osmosis Jones*
- In Theaters—*Jay & Silent Bob Strike Back*

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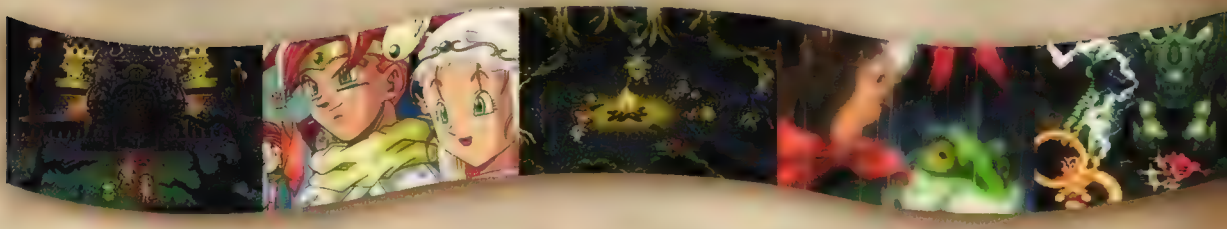

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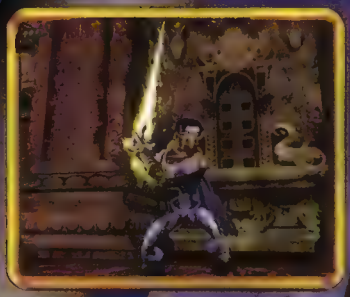

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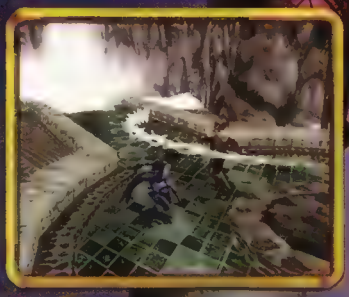

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Editor's Letter

The Big 3 at E³

GamePros, it IS on! The video game wars begins in November. Nintendo, Microsoft, and even Sony revealed almost all to 62,000 gawking game-industry types at E³, the Electronic Entertainment Expo (for more info, see ProNews, this issue, and gamepro.com).

Thanks to Nintendo's strategy of locking-down GameCube info until showtime, the "oohs" and "aahs" as dynamite first-party games were unveiled was loud enough to drown out the question…where are the third-party games? Shigeru Miyamoto let on that he may unveil a new Mario game for the GameCube this summer, so Nintendo even managed to turn eyes (and divert third-party related queries) toward its Spaceworld show in Tokyo this August. The GameCube launches on November 5.

Meanwhile, Microsoft has been refreshingly open about its Xbox and Xbox games. M's game lineup is looking deep and "X"-ceptional. The Xbox launches on November 8.

Sony, to its credit, wasn't content just to pummel the crowd with its "we're number one" mantra or let an impressive stable of third-party games do all the talking. It rolled out a veritable PC-desktop's worth of online partners, which included Netscape, RealNetworks, Macromedia, Cisco Systems—and the mighty AOL. Toss in a PS2 modem, hard drive, and new LCD screen, and, yes, Sony is supposing that the PS2 will be able to say, "You've got mail" in November.

To see the best E³ games (in our opinion), check out our E³ Showstoppers special feature this issue.

The GamePros
San Francisco, CA
letters@gamepro.com

HEAD 2 HEAD

Cram the Sugar and Spice, You Sexist Pig

My name is Rochelle and I've been playing video games since I was five years old, when Duck Hunt was the "in" thing. I'm now 15 and I'm still getting crap from guys saying things like, "Girl gamers stink" or "You're lying, girls don't like all the fighting." Well, this makes me angry. I wasn't a little girl playing with dolls; instead, I played with dinosaurs. The reason I'm writing you is that I think you should put an article in your magazine called, "Revenge of the Girl Gamers." I mean, c'mon, you're always putting Aya Brea, Lara Croft, and Vikki on every page because you know that's what guys want to stare at. Yes, these girl characters are "hot" and kick butt, but you have to keep in mind that they're just characters and aren't real—even though I know some of you guys wish those chicks were. So you guys really need to give us girl gamers a break! We enjoy the same games as you!

▶ **Rochelle Koperdak–Kalamazoo, MI**

It's stunning to think that this age-old battle of the sexes is still being waged. Anybody who doubts the prowess of females at action games need look no further than Kornelia, GameSpy's Quake-player-for-hire who regularly dominates tournaments as well as exhibition matches at trade shows. Any guy who thinks "girl gamers stink" should seek her out and be humbled—and remember, there are plenty more where she came from. Miss Spell and Jen X are right there with you, Rochelle.

Monkey Business

I have MTV Music Generator for the original PlayStation. I was wondering if I bought one of those devices that lets you save your PlayStation files onto your hard drive, would I be able to burn the songs onto a CD? Also, if Johnny Greenthumb had three purple monkeys and Anna Appletree had four purple monkeys and their purple monkeys mated, then how many purple monkeys would they have? Thank you for your time and effort.

▶ **J-Fry–Via Internet**

You wouldn't be able to play those songs back. You could transfer the data through a DexDrive and send songs to your friends or back them up to CDs, but you can play those songs only through a PlayStation. Ditto for Music Generator 2 and the SharkLink on the PS2. As for Johnny and Anna, it depends on whether or not all the monkeys mated with each other. Together, of course, they would have seven monkeys total without any of them mating. But we have no idea how many of those monkeys are male and how many are female, or how many offspring they would produce. So there's not enough info. Ask Johnny and Anna where the hell they found purple monkeys to begin with.

Online Rumbles

I have a quick question for ya. I was playing Quake III Arena online with my Dreamcast and a person asked me, "Are you on Dreamcast or PC?" Now, I didn't have a keyboard at that time to reply, but is it true that people on their PCs are playing with Dreamcast users?

▶ **Randy Moore–Edmond, OK**

Yep. Gamers are split as to whether this gives either side an advantage; if you're good at the controls for the system of your choice, it all comes down to skill anyway. PC and Dreamcast owners can also square off online in 4x4 Evolution.

Hell Hath No Fury Like a Gamer Scorn'd

This letter is in reference to your ProNews article, "The Dream Is Over" [April]. Disgust doesn't even come close to describing my feelings toward Sega. Once again, the loser of the gaming industry fails—and fails spectacularly. From the Genesis to the Saturn to the Dreamcast, Sega has demonstrated to all faithful Sega owners that not only can it run itself into the ground with great success, but that it also expects us to buy more to cut its losses. It's laughable that Sega president Peter Moore believes the release of 100 new games will appease Dreamcast owners. I implore all Dreamcast owners not to buy another Sega product. Sega dies with the Dreamcast!

▶ **Paul Raftree–Garwood, N.J.**

Paul, you're one of several gamers who feel that Sega has run out of second chances. Bad judgement and costly mistakes (especially in the hardware realm) have earned Sega a bad reputation—sometimes warranted, sometimes not. But slamming the Genesis? Come on—that was a fine system with plenty of support from both first- and third-party companies. Granted, the 16-bit heyday

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NETWORK
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ended about six years ago, but give credit where credit's due. And you forgot the 32X. You can't go rippin' on Sega without mentioning the 32X. It's a law.

Changing of the Nintendo Guard

I'm thinking of buying a Game Boy Advance, but before I do, I'd like to know if the system is also backward compatible with old Game Boy games. This is a problem for me because I have a ton of Game Boy games but not too many Game Boy Color games. Also, what's happening to Nintendo 64 games! All the articles in your magazine are about games for the Dreamcast, PlayStation, and PlayStation 2. Is the N64 about to disappear for good?

▶ **Justin Lewis–Pueblo, CO**

There's good news and bad news. The good news is that monochrome Game Boy games play fine on a Game Boy Advance, shaded just like they are when plugged into a Game Boy Color. Check out this issue's Buyers Beware column for more info. Now the bad news: Developers started drifting away from the Nintendo 64 many months ago, preferring to pour their money and resources into the PlayStation 2, Xbox, and GameCube, none of which use expensive cartridges. When Nintendo announced "Dolphin" plans last year, it was the beginning of the end, which explains why you've seen so few pages of *GamePro* devoted to N64 games: There simply aren't very many. If you have an N64, keep it, enjoy it, play it, love it—but don't expect much more software for it.

Pros of the Past (And Present)

I was wondering what happened to most of your editors who wrote only one or two articles? You know–Slo-Mo, Atomic Dawg, Jen X, even Boba Fatt. Is it that their articles weren't good enough or did they just quit early?

▶ **Brandon Getz–Great Mills, MD**

Jen X and Atomic Dawg take great offense—they're still here, thank you very much. The only reason they don't write more frequently is that they're busy running other areas of the magazine most of the time. Boba Fatt, meanwhile, became so girthy that he could no longer bend over to pick up a controller; with no video gaming exercise, he's just become rounder and rounder ever since. As for Slo-Mo, his sluggish pace finally caught up with him; he kept coming into the office later and later, and one day didn't show up at all. He called to say he'd be a little tardy, but that was three years ago.

No, Really–Buyers Beware

I was wondering if you know where the freaking button on my PlayStation 2 is that allows you to launch multiple atomic warheads? (I just want to blow the hell out of England.)

▶ **Eugene Rodriguez–Pontiac, MI**

We could tell you but it would void your warranty.

Fresh Air Is Good For Your Brain

First of all, I love your magazine. Now here are things that happen in Shenmue that can't happen in real life: Ryo can't have a Saturn a decade early; Fuku Hara San can't have a Virtua Fighter poster before it was made; and what's with the Dreamcasko Collectible?

▶ **Youlchoi–Via Internet**

Wow…something else that apparently can't happen is you getting out more.

Do you ever get a strange urge to communicate with the writers of *GamePro*?

four-eyed_dragon@gamepro.com
brobuzz@gamepro.com
uncle_dust@gamepro.com
major_mike@gamepro.com
danelektro@gamepro.com
airhendrix@gamepro.com
jakethesnake@gamepro.com
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For more letters, go to gamepro.com!

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Dear Editor
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We cannot publish all letters and e-mail messages, and we cannot send personal replies to all your letters or e-mail (though we try).

Art Attack!

Pick of the Month!

Dannielle Ricard–Ireland

Chase Purcell–Arlington, TX

David Gont–Cornell, WI

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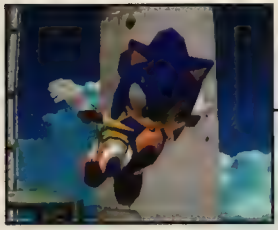
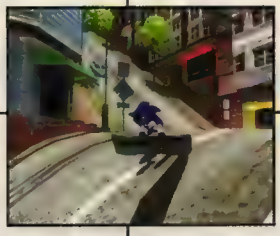
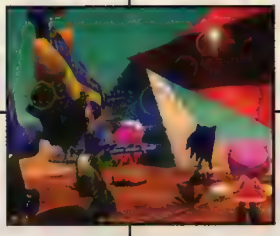
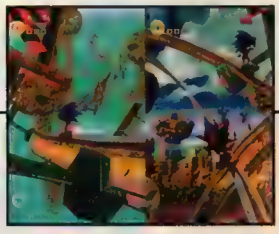
GOOD HEDGEHOG.









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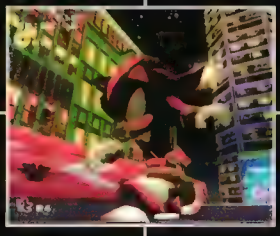

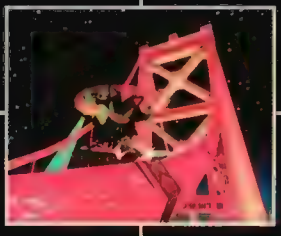

SONIC ADVENTURE 2

E Violence

Play as Shadow, Sonic's evil double, and conquer the world.

Dreamcast.

BUYERS BEWARE

By The Watch Dog

August means only one thing to this dog—going to the beach! Uh, no dogs on the beach? Oh well, there's no time for lying around in the sand with all these questions about the Game Boy Advance, SharkPort, GameShark 2, and PlayStation 2/DVD passwords.

Q Will the Game Boy Advance play Game Boy Color games? And will the Game Boy Advance fit into the Game Boy Color's carrying case?

Joe Cofone—Lakewood, NJ

A The Watch Dog responds: Yes, you can play Game Boy Color and Game Boy games on the Game Boy Advance. Great, huh? The Game Boy line has always boasted backward compatibility. If you remember, the Game Boy Color could also play Game Boy games. Also, import games will work on the GBA. As for fitting into the GBC carrying case, the GBA is roughly the same size as the GBC, but its shape is different, so it may not fit into some GBC carrying cases. It fit into the InterAct Accessories TravelPak with room to spare, however, and will probably fit into most roomy cases made of soft material. But if a case is hard-molded and form-fitted exactly to the shape of the GBC, the GBA won't fit (for more info on the GBA, see our special feature, "Launch Party Advance," in the July issue).

Q I've been using InterAct Accessories' SharkPort to download GameShark codes and saved-games to my PlayStation 2, but it corrupted the other saved games on my PS2 memory card. Any solutions?

David Tinney—Hyattsville, MD

A The InterAct Web site reads: "Memory card corruption can occur for multiple reasons. First, please make sure that you do not have saved games for Rayman 2, MDK 2, or Super Bust-A-Move on your memory card. These saved games are not compatible with the SharkPort. You will either need to delete these saves or transfer them to another memory card. Second, please make sure that you shut down the SharkPort PC software and soft power-off your PS2 by holding down the reset button when you finish transferring data. If you are continuing to have problems, we have confirmed that some early revisions of the PS2 memory cards will not work properly with the initial release of the SharkPort. If you have one of these memory cards, you will need the updated PlayStation 2 CD for the SharkPort. Please contact our consumer service department at **support@gameshark.com** [or call 410/785.4064] to receive this updated CD. Please be sure to include your full name and mailing address in your e-mail."

The Watch Dog adds: Thanks to InterAct for fixing the problem, or at least discovering what the problem is and making users aware of it. While InterAct can't be held responsible for Sony changing its PS2 memory cards, InterAct is responsible for thoroughly testing and tweaking its products to make sure they work with every game, including Rayman 2, MDK 2, and Super Bust-A-Move, rather than waiting for users to have problems with these games.

Q I forgot the parental password for my PS2, and I can't play DVDs without it. Is there any way to reset it?

Rayon_66—Via Internet

A The Watch Dog responds: Let's hope Rayon_66 really forgot his password and didn't just conveniently "forget" that he's not allowed to watch R-rated movies. According to page 72 of the book *PlayStation 2 For Dummies*, written by *GamePro*'s own Dan Elektro, the code **7444** will erase the existing password and enable you to enter a new one (this is also explained in the PlayStation 2 manual). The code will work for all PlayStation 2 consoles. If your parents use the Parental Control feature and don't want you changing the password, please "forget" you read this.

Q I bought InterAct Accessories' GameShark 2 for my new PS2, but when I tried it, it didn't work. Could it be because I have a brand new PlayStation 2?

Chris Martucci—Via Internet

A An InterAct rep responded: "Sony has updated the DVD driver on its new PS2s to version 1.30U, which won't work with InterAct Accessories' GameShark 2 versions 1.3 and lower. The GameShark 2 has been upgraded to version 1.4, which will work with the new PS2 DVD driver. If you have GameShark 2 version 1.3 or lower and your PS2 has the new DVD driver, InterAct will send you a free upgrade of GameShark 2 version 1.4. Otherwise, the upgrade is $10, including shipping and handling."

Submissions

At *GamePro*, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. Write to:

GamePro's Buyers Beware
P.O. Box 193709, San Francisco, CA 94119-3709

Or e-mail us at:
buyers_beware.gamepro@gamepro.com

The Watch Dog adds: If you think you need the upgrade to make your GameShark 2 work with your PlayStation 2, contact InterAct at **support@gameshark.com** or call 410/785.4064. Also, early versions of the SharkPort may be incompatible with the new PS2 DVD driver, according to the InterAct Web site, and may need an upgrade.

U I was reading Buyers Beware in your June issue, and there was a question about DVDs jumping around when played on the PS2. I noticed this with my own PS2 early on. Then I started giving all my DVDs a real good rubdown with a soft cloth to remove any fingerprints or smudges before playing them. Since then, I haven't had one DVD skip.

Scott Fitch—Via Internet

The Watch Dog adds: Good tip, Scott. Thanks. In fact, if you call Sony with a problem about playing a CD or DVD, almost the first thing they'll ask is if the underside of the disc is clean. So be sure to try cleaning it—if you're lucky, that should do that trick, as it did for Scott. The Sony PlayStation Web site reads: "You can clean your discs using a dry, lint-free cloth. We recommend small circular pads made specifically for cleaning discs. These are sold at most record or computer software stores. Please do not use other materials, such as a paper towel or a T-shirt, as their abrasive nature may scratch the disc." If just a cloth doesn't remove the smudge, run the problematic disc under warm (not hot) water and massage it with liquid hand soap, then dry it with the cloth using radial strokes (from the inside edge of the disc to the outside, in straight lines—never rub in a circle).

You Make the Call

Having problems with hardware or software from Sony, Nintendo, or Sega? Here are the customer service numbers to call:

Sony: 800/345-7669
Nintendo: 800/255-3700
Sega: 800/872-7342

ALL YOUR FACE ARE BELONG TO US

3Q's incredible facial scanning technology enables gamers to get ahead in online games—their own. By Dan Elektro

YOU'VE HEARD THE phrase "in-your-face gaming"—now you get to try it for real, thanks to a company called 3Q. Gamers can have their faces digitally scanned with alarming accuracy and then inserted straight into their favorite games, quickly and affordably. Is the Internet ready for your ugly mug?

3Q's technology creates a hi-res 3D model of your face in milliseconds.

I Think I'm a Clone Now

Not only is 3Q's scanning process fast and accurate, it's also FDA approved. The "cloning" technology began life as medical software. Surgeons needed a way to accurately digitize the human body quickly, especially with younger, squirming patients. A system was devised where three digital cameras take simultaneous photos, then the images are triangulated to create a complete—and kinda spooky—3D model in as little as eight milliseconds.

For $14.99, gamers 17 and older can now step into the "Q-Clone Generator"—basically a digital photo booth—and have their faces ripped off. Once a face has been scanned and an image created, you can add fun elements like a kiss-print or a scar. Ten minutes later, you're walking home with a custom-burned CD with skins for the game of your choice. Right now, your choice has to be Quake III Arena, Unreal Tournament, Half-Life and/or Counter-Strike, but that's a good start.

Body Building

The service is new, so there are a few drawbacks: Only the face is scanned, and it's attached to a non-negotiable, sci-fi–style helmet. Also, a clunky player model is automatically joined to the scanned face; the Quake III model's shirt-and-pants combo seems rather mundane, while the UT model looks like an overweight reject from *Tron*. 3Q is working on improvements, but, if you know how to make your own skins and models, the CD includes the raw BMP and OBJ files for use in your own custom creations.

Frag 'em and smile! Your virtual face can be as serious or goofy as you like.

Facing the Future

Q-Clone Generators are currently being tested in software stores in Seattle, WA; Dallas, TX; and San Jose, CA, with more to follow this fall. The software will also get an upgrade, allowing for full scans of your head, with hat and hair if you choose. More games are on the horizon, too: 3Q hopes to support The Sims, sports games, console titles, and the massively multiplayer universes of tomorrow. Check out the company's Web site (**www.3qme.com**) for more information—and then get ready for your close-up.

The Q-Clone Generator isn't much more than a high-tech photo booth, but it can do things you won't believe.

3Q can currently support Quake III, Unreal Tournament, and Half-Life, with more games on deck.

GAMECUBE: NOVEMBER 5, $199

Nintendo reveals console and software details to public

At a packed press conference the day before the 2001 Electronic Entertainment Expo began, Nintendo unveiled its plans—and, more importantly, its software—for the highly anticipated GameCube. Gamers will be able to buy the system on November 5 for $199.

The system's price point, which was not revealed until E³ had concluded, is $100 less than that of its two biggest rivals, the PlayStation 2 and Xbox, but it's also a reflection of the company's goals. "We consider ourselves, above all, a game-based entertainment company," said Nintendo Director Satoru Iwata, implying that Sony and Microsoft are technology driven. "In our view, we are only an entertainment company—but we are working to become the best entertainment company anywhere."

Iwata outlined three industry trends—too much focus on graphics, too many sequels, and too many multiplatform games—that Nintendo will attempt to counteract. "People do not need video games," he said. "If they get too bored, they'll just go away. At Nintendo, we are committed to fighting these trends."

Nintendo had been suspiciously quiet about its GameCube launch plans and software until the press conference, but announced 15 exclusive games to an enthusiastic crowd, including Super Smash Bros. Melee, Luigi's Mansion, Metroid Prime, and Shigeru Miyomoto's newest title, Pikmin. A key player in the GameCube's development, Miyomoto was greeted with thunderous applause. "Let me introduce you to our new baby," he said, referring to the GameCube. "Like all babies, it is small but it will make a lot of noise." Nintendo also showed a hybrid Panasonic DVD player/GameCube console, which is slated to go on sale in Japan later this year.

The GameCube is slated for a September 14 debut in Japan and will appear in Europe in early 2002. Details on GameCube software can be found in this issue's E³ Showstoppers feature.

NEWS BITS

N64: E³ No-Show

It wasn't too much of a surprise, but Nintendo 64 fans may be disappointed to hear that their machine was nonexistent at E³. Official news that Dinosaur Planet and Eternal Darkness are now GameCube titles only further sealed the platform's fate. The only Nintendo 64 games on display were Tony Hawk's Pro Skater 2 and bam! Entertainment's proposed Powerpuff Girls and Dexter's Lab games.

Spider-Man: The Movie—The Game

Activision's E³ booth featured a large Spidey display but precious few visuals pertaining to the upcoming movie tie-in game, slated for a Summer 2002 release on the PS2 and GameCube. However, spies at the *Daily Bugle* were able to slip GamePro this screenshot of the game. Stay tuned, true believers.

Is Half-Life Dreamcast Dead?

In late May, major retailers including Electronics Boutique removed Sierra's Dreamcast version of Half-Life from their computers and announced that the disc would not be coming out. That's bad, but here's where it gets weird: Sierra, at press time, still had not made an announcement confirming or denying the game's cancellation. Is Half-Life dead, or merely comatose? Check out **sierrastudios.com** to find out the latest official statement.

XBOX: NOVEMBER 8, $299

Microsoft's bid for a piece of the console gaming pie officially got underway at a press gathering the day before E³, where Microsoft's Chief Xbox Officer, Robbie Bach, announced that the Xbox will go on sale November 8 for $299.

The announcement came rather casually near the beginning of Bach's speech, as Microsoft wanted the event to be more about what the Xbox could do instead of how much it would cost. Or, as Bach put it, "We're going to let the games do the talking." Demonstrations were offered of several upcoming titles, including Oddworld: Munch's Oddysee, Halo, Mad Dash Racing, Pirates of Skull Cove, and Dead or Alive 3. Announcements were made for Dino Crisis 3, Bruce Lee: Quest of the Dragon, and a game based on the movie *Shrek*, all of which will be exclusive to the platform.

Microsoft plans to have between 600,000 and 800,000 Xboxes available on the launch date, with anywhere between 1 million and 1.5 million machines in stores by the end of 2001. The company expects to have 15 to 20 games ready by November 8 and announced that 80 exclusive games are currently in development, half of which are first-party titles. "Microsoft, unlike Sony, is very committed to doing first-party software ourselves," said Bach.

Perhaps the strongest words came from Tomonobu Itagaki, creator of Dead or Alive 3: "It's very easy for a newcomer to be underestimated," he said. "You may have that feeling about this machine as well. Maybe you were skeptical before you saw this. I came to offer proof of the Xbox's power."

Microsoft also revealed that Xbox software will ship in translucent green DVD-style jewel cases, and the company is developing a headset microphone called the Voice Commander for speech chats during gameplay. Bach called the Xbox "the only console designed from the ground up to do online gaming right," and announced that 25 companies are committed to creating online content for the Xbox. Sega Chief Executive Officer Peter Moore announced that the 2K3 versions of its NFL, NBA, World Series, and NCAA football games would all appear on the Xbox with online play, and that the company is also planning Crazy Taxi Next and House of the Dead 3 for the console. When posing the question as to whether or not Sega thought Microsoft would succeed, Moore gave the crowd a start by answering, "You bet your ass. Thank you very much."

Highlights of the Xbox's E³ showing can be found in this issue's E³ Showstoppers feature.

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WANT MORE? BEHOLD. 2/3 MORE.

SONY, AOL, NETSCAPE TO BRING PS2 ONLINE

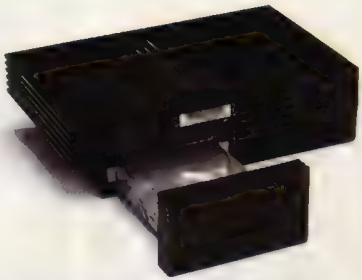
Shortly after Nintendo and Microsoft announced their respective launch plans at E^3, Sony offered details about its plans for the PlayStation 2 and its inevitable online future—namely, strong partnerships with America Online, Netscape, Macromedia, RealNetworks, and Cisco—and confirmed the November release of a hard drive and network adapter. At Sony's E3 booth, AOL, Netscape, RealVideo, and the hard drive were already up and running. The first online PS2 games are expected this fall—including Tony Hawk's Pro Skater 3, Tribes, Frequency, Twisted Metal Online, and SOCOM: U.S. Navy Seals—but full online implementation will not occur until spring 2002, as software development kits will not go out to developers until this winter.

The $40 network adapter will include an Ethernet port for broadband connections, but also a 56K modem for users who do not yet have access to cable or DSL. The 40-gigabyte hard drive's price has not been announced. Additionally, Sony revealed plans for an official first-party DVD remote control that will ship in September for $19.99, and proposed winter releases for a hi-res LCD display, a keyboard, and a mouse. Sony also announced an LCD screen for the PS one, with an expected ship date of November and a price of $129 for the standard version, or $149 for the deluxe version, which will include speakers.

Sony's LCD screen, keyboard, and mouse will turn the PS2 into a mini-PC.

Once expected to be broadband-only, Sony's network adapter will feature a 56K modem as well.

The PS2, however, was the true focus of the event. "The PS2 is poised for the leadership position," said Kaz Hirai, claiming that the PlayStation and PS2 currently comprise 55 percent to 60 percent of the console gaming market: "We are the brand for the living room." Sony said PS2 production will climb to 2 million per month this fall, and over 100 new games are planned for the system this year alone. Exclusive titles will include Final Fantasy X, Metal Gear Solid 2, Virtua Fighter 4, Legacy of Kain: Soul Reaver 2, and Devil May Cry. "Devil May Cry was created on the concept that it absolutely has to be cool," said its creator, Shinji Mikami. "We told the staff, 'Everything will be okay as long as it's cool.'"



The hard drive, which will be released in November, slides into the expansion bay of the PlayStation 2.

For more details on upcoming PlayStation and PS2 software, see the E^3 Showstoppers feature in this issue.

Best-Selling Video Game Titles

April 2001

1.	Pokémon Stadium 2	Nintendo 64	Nintendo
2.	The Sims: House Party	PC	Electronic Arts
3.	Black & White	PC	Electronic Arts
4.	The Sims	PC	Electronic Arts
5.	Pokémon Silver	GBC	Nintendo
6.	Pokémon Gold	GBC	Nintendo
7.	102 Dalmatians: Activity Center	PC	Disney
8.	Kirby Tilt 'n' Tumble	GBC	Nintendo
9.	Onimusha: Warlords	PlayStation 2	Capcom
10.	The Sims: Livin' Large	PC	EA

Source: NPD TRSTS Video Game Tracking Service

DRESSED TO FRAG

Video games have a language all their own—and to prove it, the T-shirts from Game Skins feature imagery and in-jokes that only fellow gamers will get. With simple designs based on Dance Dance Revolution's arrow patterns, Street Fighter II's buttons, Gauntlet's health warnings, and even Konami's classic NES infinite life code, the iconography of the shirts says it all. And if your friends don't understand the naked significance of the W, A, S, and D keys on a shirt, find new friends. Show your gaming pride for just $17 a shirt at **www.game-skins.com**.

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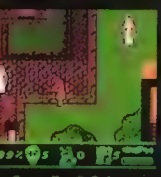
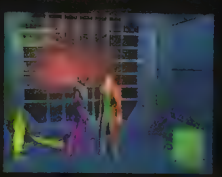
Aliens are real.

Unfortunately, they're also really nasty. They've landed to hunt some humans, disguised as flesh-and-blood incarnations of vampires and werewolves! As a secret Detection Agent, you've got to track these monsters across the creepy backstreets of New Orleans, San Francisco, and even Ireland! Solve clues, save lives and don't blow your cover. Because the world would never sleep if it knew these nightmares were really out there.


Game Boy® Color

PlayStation®

PlayStation®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PlayStation®

Game Boy® Color

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GAMEPRO LABS

Mad Catz Roll Cage

Rating: 5.0

It's all fun and games until you scratch your Game Boy Advance screen, right? Unlike the bulky plastic flip shields of yore, the Roll Cage is a rubber-and-steel strap that fits around your GBA to prevent catastrophe. The metal bars provide a full half-inch of clearance between the screen and anything that would injure it, while the contraption doesn't restrict the buttons or dramatically increase weight. A great new idea for a great new handheld!—*Dan Elektro*

Price: $9.99. Contact: Mad Catz, 800/831-1442, www.madcatz.com

Logitech Cordless MouseMan Optical

Rating: 4.5

Now that optical mice are the standard, Logitech has taken the concept one step further and made 'em both optical and cordless. This wireless MouseMan features a comfy right-hand profile, a healthy 6-foot operating range, easily replaceable AA batteries, and USB PC/Mac compatibility. Unfortunately, it has one less button than Microsoft's IntelliMouse Explorer (just four, with the wheel), but it also has one less cord. This is the gamer's path to fragging freedom. —*Dan Elektro*

Price: $69.95. Contact: Logitech, 800/231-7717, www.logitech.com

STATIC

...GBA...THPS2 GBA... THPS2 GBA... Microsoft's Major Mike told the cardboard cartoon that the Xbox will ship in Major reports that he "like all dingy inside." • When the GP crew hit Six Flags Magic Mountain the day before E³ it was a marathon of roller coasters, interrupted only by Dan Elektro vomiting and everybody hunting Beef-cake in the bumper cars. • Pokémon, Pikmin...meh. It's just a coincidence. Right? • Nintendo made a big deal about how a glut of sequels is ruining the industry. Then it showed the latest franchise games for Super Smash Bros., Metroid, Wave Race, Mario Kart, and Zelda. Our guess is Nintendo feels it's not a sequel if it doesn't have a number after it. Unless you know, this number is six. • Why is Sony's press kit a huge binder of paper when the company invented the CD? • Best overheard line: the booth model who proclaimed, "God, I wish I could wear pants." • Speaking of the bleeding edge of technology, last year Kaz Hirai said Sony was all about the broadband future. Broadband would be in homes faster than expected because the PS2 would lack the broadband charge. Apparently, Sony will now load that broadband charge with a hybrid 56K modem. • That's what the world needed. Fine Fenway sleepboards & Halloween costumes. GamePro broke with noisy-boots tradition by sacking up chop in the Staples Center this year. Kobe was TV • Return to Castle Wolfen... s t a t i c Rec...

ALL E³ EDITION!

GAMEPRO LABS SPECIAL: LOGITECH GT FORCE

Rating: 4.5

Because Polyphony Digital (the developer of Gran Turismo 3) wrote its own drivers for Logitech's new PlayStation 2 force-feedback steering wheel, playing Gran Turismo 3 with the GT Force is a sublime experience. The wheel plugs into the PlayStation 2's USB port and clamps easily to a desk or table, while the gas/brake pedals rest on the floor. The compact wheel has a comfortable grip and good button layout, including racing-style behind-the-wheel click-shifters.

The only downsides are that the pedals feel a little flimsy and skid around too easily, and at $99, it ain't cheap. Still, between the effective force feedback and the wheel's slick performance with Gran Turismo 3, console gamers have rarely had such an attractive wheel to whet their need for speed.—*Air Hendrix*

Price: $99. Contact: Logitech, 800/231-7717, www.logitech.com

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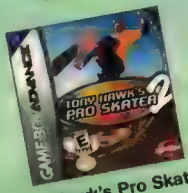

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Tricks &

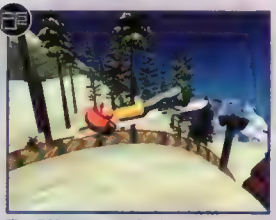
First Screens for GameCube & Xbox!

EA Sports Big returns to carve up the competition with SSX Tricky. Can the PS2 snowboarding sensation expand to the Xbox and GameCube and still remain king of the mountain? By Dan Elektro

IN MANY WAYS, SSX helped define what PlayStation 2 gaming was about. Combine Sony's reliance on its third-party companies during the machine's launch with the debut of the EA Sports Big label, and you'll see that there was an awful lot riding on that little snowboard. Now that SSX has kick-started a platform and resuscitated a dying genre, its sequel, SSX Tricky, faces a challenge: How can it improve on its second PS2 run and successfully bring its frosty fresh gameplay to the Xbox and GameCube this fall? The answer is a word that snowboarders know all too well: balance.

Old Dogs...

"We really focused on fundamentals the first time around," says Larry LaPierre, the game's producer. And now that EA's nailed the basic glee of swooshing down the mountain with reckless abandon, the programmers are spending time on details like character development, secret pathways, and, most of all, the tricks. The original game was designed as a racing experience, but many players picked it up expecting more Tony Hawk–like stunt-based gameplay. LaPierre says the game is expanding to keep both camps happy.

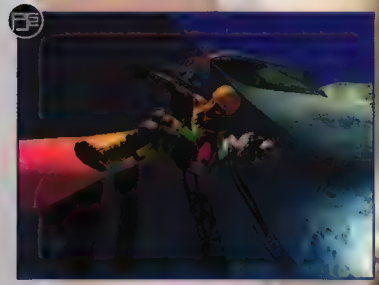


The PS2 version is furthest along of the three Tricky games, but the programmers have little time to relax.

"We've really managed to create a much more compelling and gratifying trick experience without compromising all the things we loved in the original," he says. "The tracks are set up uniquely for show-off mode, the tricks have gotten even more over the top, and we've added a trick-grading system that gives you a quick analysis of how 'tricky' your combo was."

The biggest stunt innovation will be the "ubertricks," a set of 36 insane, just-barely-plausible moves that draw influence from skateboarding, BMX, and freestyle motocross. The moves will include one-footed stunts, board spins, kickflips, airwalks, and even some moves where characters lie down on the board. "Our whole schtick has always been that

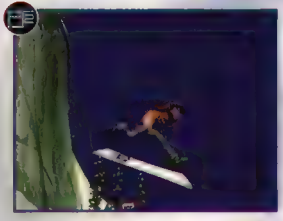
Tricky's "ubertricks" will enable players to do wild stunts you'll likely never see on the real slopes!



It's a year later, so returning characters have changed their appearance—dig Moby's funky facial hair!

Treats

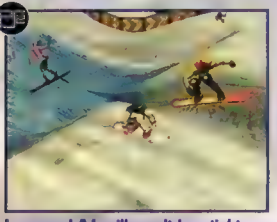
we don't do anything in the game that's impossible," says Steve Rechtschaffner, executive producer of both SSX and SSX Tricky. "We do a lot of things that aren't likely." Exactly how and when players will be able to trigger ubertricks is still being worked out; it could be a specific button combination, or it could hinge on a limited-time window after bringing your boost meter to maximum. It's the kind of thing that only experimentation and playtesting will decide.



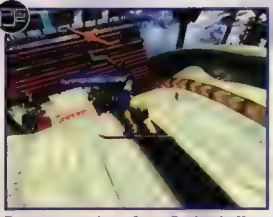
The wild riders of SSX are returning for a second run—and this time, they'll have a whole new bag of tricks.

This Time, It's Personal

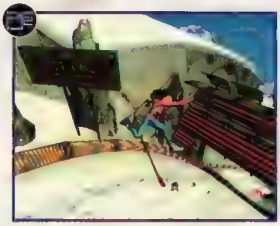
Ubertricks are just one of several ways the EA team has found to improve SSX without changing the core elements. For instance, it's a year later in the game world, and both the tracks and riders have undergone some changes. Pretty boy J.P. spent the last year in France, so his fashion sense and attitude reflect that. Downhill diva Elise sports a new haircut, while other riders were just cut, period. "Unfortunately, Hiro and Jurgen were in a bad crash at the end of last season and will not return this year," jokes LaPierre. "But a fresh crop of new and eager competitors have made their way onto the circuit." They include Psymon, whose mysterious accident results in him frequently muttering to himself (to the great dismay of Kaori); and the hapless Luther-Dwayne, the slightly repulsive ladies' man (see sidebar, "New Characters"). As an added treat, several well-known movie and music stars will provide the characters' voices.



Improved A.I. will result in a tighter pack throughout the race.



Executive producer Steve Rechtschaffner says Tricky is "all about creating emotions. It's an action game, so it has those heightened experiences."



"There are things we are getting to on the PS2 as our second iteration than the Xbox allows us to do from the start without much effort," says producer Larry LaPierre.

With new characters come new behaviors—lots of them. "The characters matter not just outside the game but in the game," says Rechtschaffner. "It matters who likes who, who dislikes who. You may not understand it the first time you play,

continued ▶

"The nice part of the GameCube is there's a bit more simplicity and focus, with the bigger button," says EA's Steven Rechtschaffner.

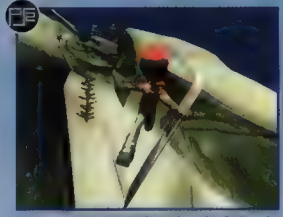
Title Tricks

You may have heard about SSX sequels named SSX: DVD or SSX Director's Cut. Both were working titles that were scrapped in favor of SSX Tricky. "Moving things over to DVD media initially inspired the potential use of SSX: DVD as the title," explains producer Larry LaPierre. "As we delved further into the details and execution, it became evident that the experience was really beginning to take all aspects of the game to the next level. We all felt that SSX Tricky was much more descriptive of the overall experience we're going to deliver. That title speaks to the improved trick focus of the game, it supports the trickiness of the race lines and combat strategies—Tricky just says it all so well."

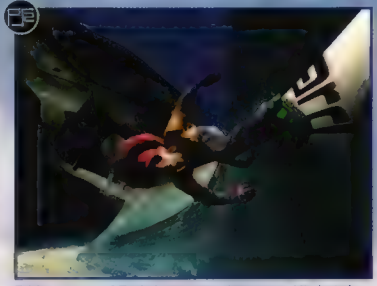
New animations this time around will include uber-tricks, bails, and wipeouts.

but after a while, you'll realize that Elise, maybe, has no tolerance for Mac. If you play as Mac and you smack her once, you're gonna piss her off immediately. And you might not notice that it takes a bunch more times to piss off Moby, but maybe it's because Mac and Moby are friends."

All characters will have a best friend and worst enemy programmed in; it's up to players to figure them out. And thanks to a bit of code called "dynamic aggression tables," characters' reactions evolve as you play: They remember how you've picked on them, so grudges are retained throughout the game. By the final race, you may find your enraged nemesis is no longer interested in winning the race—he just wants to make you eat snow.



"We're getting to do a level of depth that you can achieve only the second time around," says executive producer Steve Rechtschaffner.



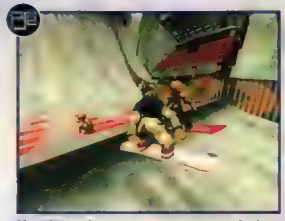
Eddie is one of Tricky's six new characters. His hairdo will be animated and react to wind—what the EA programmers jokingly call, "fro physics."

Track Stars

At least the snow will look good enough to eat. The expansive, gorgeous tracks are returning in the sequel, albeit altered just enough to impress newbies and intrigue veterans. Tokyo Megaplex, for instance, will still be built on a pinball machine theme, but will consist of three distinct layers—your skill will determine which one you enjoy on any given lap. Other tracks are being re-sculpted to make weak spots more exciting, offering new lines, fresh alternate paths, and tight new trick spots—better balanced for beginners, pleasantly fresh for vets. "The venues will feel familiar, but don't get too complacent," warns LaPierre. "Things can change a lot in a year."

Two all-new tracks will debut in Tricky: a mountainous newbie slope called Garibaldi, and a final showdown in Alaska. "We realized we needed a much better first course," admits Rechtschaffner. "We need a first course that makes you feel like a hero, even if you've never played the game."

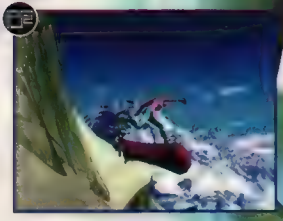
Look for Garibaldi to feature bigger ramps, faster speed, and steep drops that afford air even if you don't time the jumps correctly. That said, only half of the first track will be the marked course—the rest of the terrain will consist of challenging shortcuts and alternate paths, ready for skilled players to discover and explore.

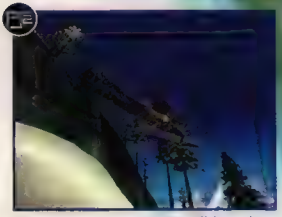


Knocking down your opponent during a race will max out your boost meter—but it might also make your victim seek revenge.

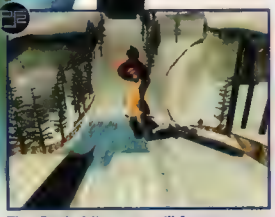
SSXbox, Cubed

In addition to the courses, EA is planning improvements to the trick book, along with wipeout animations, player feedback, and even more impressive control ("It never sounds like a big thing when you say it," says



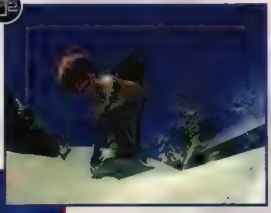


One welcome innovation will be a better structured Trick Book, which, when you pause the game, will show you the stunts you have yet to complete.



The Garibaldi course will feature several steep drops that result in trick opportunities even if you mess up your timing.

EA's Steven Rechtschaffner says, "there are neat opportunities to make control simpler and make it feel better in some ways" on the GameCube.



Rechtschaffner, "but it's everything"). Late flips that would've ended in wipeouts in the first game are being adjusted so they're landable at the last moment, tweaking the physics for the sake of more rewarding gameplay.

All those elements should make a game that was already pretty easy to pick up and play an absolute thrill for players of all skill levels—and they should widen SSX's surprising mass-market appeal. "We didn't set out to make a game to sell to the people who already bought the first game," claims Rechtschaffner. "This is not sequel exploitation strategy. What we're really striving for is more elegance. We talk a lot about things being intuitive. Hopefully, you should never have to read the manual. I can't imagine there's anything we're doing that any gameplayer—an expert or a casual or first-timer—isn't going to pick up and appreciate."

That appreciation should be easy to develop no matter which platform you choose. While the team is most experienced with the PS2, it has a fondness for the GameCube controller and nice things to say about Xbox's development tools, so all three games should look and play roughly the same. "We have to spend far too much time getting the physics to work the way we want and the courses to look the way we want," says Rechtschaffner. "Variety for variety's sake is useless." Besides confirming that the physics engine will indeed be exactly the same across all platforms, LaPierre points out that console evolution has been helpful: "Classically, you look at the differences between the N64 and the PlayStation; technically, they created very significant differences visually. Now, with the amount of texture space that all the platforms have, I think you're going to see a lot less visual difference than we have in the past."

"We're absolutely ecstatic to be making an action/arcade style game," says EA's Steve Rechtschaffner.

All the original tracks will appear in Tricky, but they'll have been altered and improved in the "off-season."

The physics will be improved so that once-impossible slow flips are now just barely landable.

Friendships will matter in Tricky: If Mac and Moby don't like Eddie, they're more likely to fight on the slopes.

Tricked Out

Right now, all three versions of SSX Tricky are in fairly early development. The PS2 version and either the Xbox or GameCube incarnation will be available around late November; the remaining game of the trio should appear before year's end. And the EA Sports Big team knows it has a lot of fans to please—some of whom are serious gamers, but many of whom are not. "We never expected the game to be picked up so broadly," admits Rechtschaffner. "We wanted to cross over to people that liked racing games, action/sports games, arcade games, adventure games. When we started getting people who had never *played* games, that was like…'Wow.'"

Garibaldi will be Tricky's first track, specially designed to reward inexperienced players.

Whether on Xbox, GameCube, or PS2, EA plans to take advantage of each machine's unique strengths.

Fresh Faces

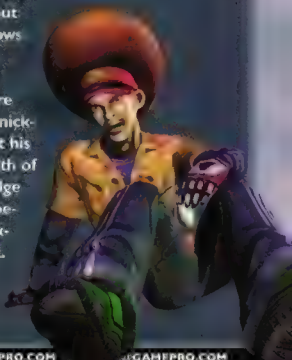
Meet two of SSX Tricky's six new characters

Luther-Dwayne

Luther-Dwayne Grady rules the mountain because he *is* a mountain. Whether you consider him unflappable or oblivious, one thing is certain: He's big, he's bad, and he's the kind of bear who holds a grudge. Maybe you'll get lucky and he won't notice—or even feel—your puny smack attacks, but look out if he does. He'll throw a race to exact his revenge.

Eddie

Edward Wachowski got his start in street luge, so pure speed is his best weapon. You might not assume it from his not-so-aerodynamic afro, but rest assured—he knows how to carve curves and opponents. His goofy, youthful nature has earned him the nickname "The Kid," but his sharp style and wealth of pop culture knowledge prove him more experienced than his nickname might suggest.



So You Want To Be

It's the quickest way to get your foot in the door of the video game industry—but it's not easy. If being paid to play games all day long sounds fun, check out the facts first.

By Dan Elektro and Four-Eyed Dragon

FIND OUT MORE ONLINE

RECEIVING MONEY FOR playing video games—the perfect job, right? According to the large quantity of mail we get about this topic, most of you seem to think so. But before you try to convince a game company that you're the perfect tester by filling out your resume with a list of games you've completed and claims of how you're a hardcore gamer, be warned: This virtual paradise might not be all you think it is.

Repeat Until Done

"It's not all fun and games," says Danny Lam, describing his experience as a Sega game tester before becoming a journalist for multiple game publications. "You really have to have a lot of patience to be a tester, and realize that sometimes the job is testing the same game day in and day out for a couple of weeks." To be an effective tester, you have to master a game from beginning to end, playing it through several times. If you're the kind of gamer who completes new releases quickly but then immediately sells the game after beating it, this is not the job for you. For a game tester, repetition is a way of life.

The Write Stuff

As a game tester, your job is to find every single thing that could possibly be wrong in a game, and then write about it in painstaking detail. Did you hit an enemy but not have it register? Were you able to fly through what should have been a solid object? Did the grass give you as much traction as the road around Turn Three? These are all things you have to not only notice but also describe in well-written words. Says Danny, "You definitely need to have some decent writing skills to relay accurate information. Sometimes, the report on a single bug can take up the whole page: the developers won't know how to fix the problem if you can't explain it clearly." Besides writing about specific errors, you may also have to generate concise reports that detail all your findings and evaluations.

a Game Tester?

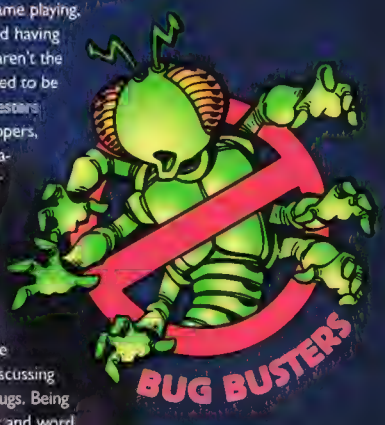
What's Your Time Worth?

You'd do well to approach game testing as a full-time job. If you can manage it as a summer job, wonderful—but the time commitment and reality of 18-hour days can't be stressed enough. If you're in high school, you probably won't have the time to both test games and attend classes. If you're a college student, you might be able to schedule your classes so that it works out, but prepare to be busy. A normal job posting for a game tester will usually state that applicants must prepare to work overtime, late hours, and during weekends, in addition to 40-plus hours during the weekdays. The hours can be odd as well. At Sega, for example, Danny did the afternoon shift that lasted from 2 P.M. to 11 P.M. with only a one hour break for dinner, while the morning shift started at 5 A.M.

Moreover, pay varies depending on your qualifications and experience: For instance, at one major game publisher, a temporary tester receives $8.50/hour, full timers get $9.50/hour, a senior tester ranges between $10 and $12.50/hour, and a lead tester can make up to $35,000/year. Additionally, you may be asked to be a contractor, working only during the summer or winter months when more games are scheduled for release.

Are You Qualified?

Enduring monotonous game playing, surviving long hours, and having impeccable writing skills aren't the only qualifications you need to be a game tester. Because testers must talk to game developers, marketing, and public relations people on a regular basis, companies always ask for someone with strong verbal communication skills. You also need a knack for leadership, as you'll constantly be in groups analyzing the latest game builds and discussing a plan of attack against bugs. Being familiar with spreadsheet and word applications on a PC is a must, too.



Learning Curve

So what's the benefit of being a game tester, especially when it's not just fun and games? Crave Entertainment sums it up eloquently in a recent job posting: "Testing is the mailroom of the game business!" In another words, this occupation may be laborious and repetitive, but it also rewards you with a full understanding of the ins and outs of the entire company, which makes the job of game tester a perfect stepping stone for advancement to other opportunities in the video game industry. In fact, many top executives, lead producers, designers, and video game editors started as game testers. The benefit is receiving a good start in the biz—and, of course, being paid to play games!

How Do I Apply?

You apply for game testing jobs as you would any other job: Call the company and ask for the human resources, department, then inquire about game testing positions. Be prepared to mail or fax a resume and cover letter that stress your skills in problem solving, communication, writing, reading comprehension, and any other attributes you feel can qualify you as a strong game tester. Also, companies never allow you to test games at home, so geographical location is important. Nintendo testers work at Nintendo HQ in Redmond, Washington, so if you're in Illinois, consider Chicago-based Midway first, and so on.

Illustrations by Francis Mao

PUT IT TO THE TEST!

Be honest! You already know the right answers. Find out why smoking's not for you, no matter who you are.

1

If they cancelled school for a day, what would you do?

A. Read your favorite book.
B. Play sports.
C. Help around the house.
D. Go out with your friends.

2

WHAT'S YOUR FAVORITE MUSIC?

A. Alternative, rock, electronica.
B. Rap and hip-hop.
C. Pop, world music.
D. Love songs, ballads.

3

IF YOU COULD MAKE YOUR DREAMS COME TRUE, YOU'D:

A. Be the world-champion of your favorite sport.
B. Be voted "most popular" in school.
C. Work at a space center.
D. Get a date with the cutest girl/guy in class.

© 2000 Philip Morris USA
Youth Smoking Prevention

4 FOR A PARTY, YOU PUT ON:

A. Something original and wild, even if it doesn't look that great.

B. The latest fashions.

C. Something classic: it's better to be safe than sorry.

D. Something like what your friends are going to wear.

5 YOUR FAVORITE KIND OF MOVIE IS:

A. Romance.

B. Comedy.

C. Action-adventure.

D. Horror.

THINK DON'T SMOKE

RESULTS

5-8 Points You're sensitive and responsible, you know what you want and you have drive. Why blow it with a cigarette? Smoking's not going to help you get anywhere you want to go.

9-12 Points You're outgoing, yet sensitive. And you're totally social. You like people and people like you. You already know you don't need a cigarette to fit in.

13-15 Points You're playful. You like to mix it up and you don't go unnoticed. You're a trend setter who never follows the crowd. That's why you'll make the right decision about cigarettes. You don't need to smoke because some people do.

POINTS

1. [illegible]

2. A:3. B:2. C:2. D:1.

3. [illegible]

4. [illegible]

5. A:1. B:2. C:3. D:3.

SURGEON GENERAL'S WARNING: Smoking Causes Lung Cancer, Heart Disease And Emphysema.

E³ SHOWS

It's 2001, and the Electronic Entertainment Expo was a games odyssey. We had a tough time choosing, but here are our picks for the best of the show for all the systems.

By The GamePro Editors

LUIGI'S MANSION

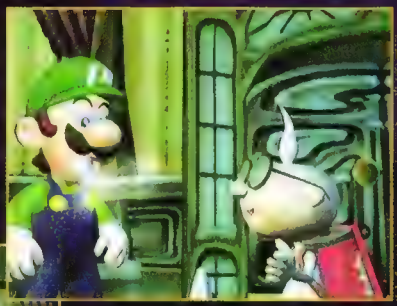
BY MAJOR MIKE

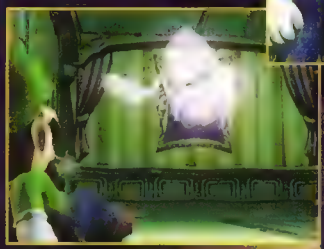
Developed and published by Nintendo

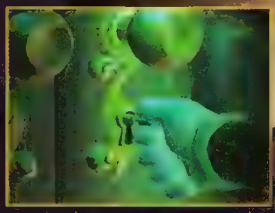
Target release date: November

IT SEEMED TO be a given that Nintendo's upcoming next-gen system would launch in concert with a new Mario title, but GameCube's premier software offering will be a little different. Instead of the usual block-breaking, coin-collecting, and boss-battling scheme, Luigi's Mansion has Mario's brother taking center stage for a little house cleaning—the haunted kind. Armed with a ghost-vacuum akin to something from *Ghostbusters*, Luigi will be able to stun ghosts and other spirits with a flashlight, then suck 'em in for a coin reward.

Despite the simplistic scenario, Luigi's Mansion's complex control scheme and breathtaking visuals should keep gamers riveted. LM will use both analog sticks: One will move Luigi in any direction, the other will control his torso, so you can walk in one direction and attack in another. Be prepared to put in some serious time mastering this learning curve. As for the visuals, these sparse screens do the actual gameplay little justice. The mansion will be loaded with ghosts, spirits, illusions, and other special effects—from Luigi's translucent flashlight beam to misty breath when he enters a cold room—that should leave you blinking in disbelief. From what was on display at E³, LM looked like a must-have 3D action/adventure GameCube title that will ably show off the system's capabilities.







TOPPERS

STAR WARS ROGUE LEADER: ROGUE SQUADRON II

BY UNCLE DUST

Developed by Factor 5

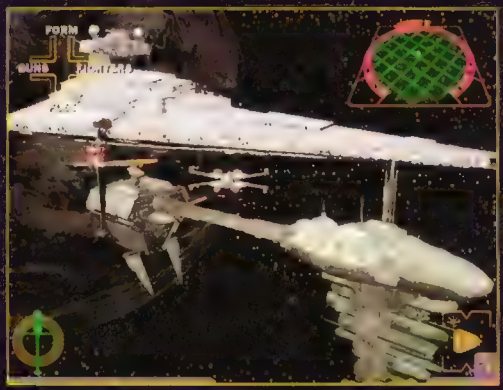
Published by LucasArts

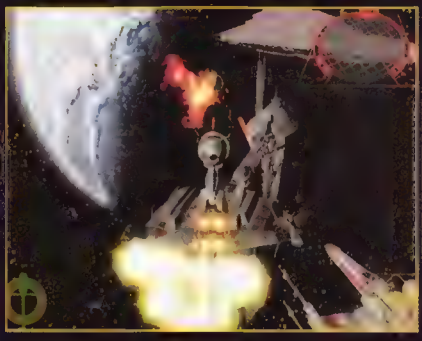
Target release date: November

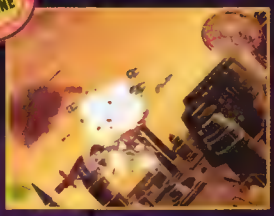
FIND OUT MORE ONLINE

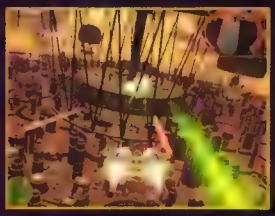
STICKING WITH WHAT it does best, LucasArts teamed up with Factor 5 to produce one of the most awe-inspiring sights of this year's E^3—Star Wars Rogue Leader: Rogue Squadron II. The game wowed crowds by featuring more impressive and detailed visuals than the first two *Star Wars* movies. E^3 attendees crowded around the kiosk at the packed Nintendo booth to sneak a peak—since the only other place it was shown was behind closed doors at LucasArts.

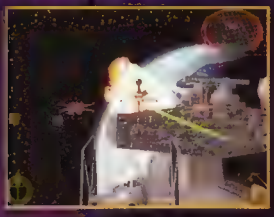
X-Wings, B-Wings, and A-Wings flew through environments teaming with TIE Fighters and Interceptors in three preview-version settings—the Death Star, Cloud City, and the space around a Star Destroyer. Rogue II will feature around 14 missions from the original trilogy, with interesting objectives that have continuity with the films, such as escorting the rebel fleet to their secret base on Hoth after the first Death Star is destroyed. The scale and scope of the game was simply amazing, proving that Nintendo's GameCube can compete technologically with any other next-gen console system. Plus, the complex controls took complete advantage of the GameCube controller by including cool features like a targeting computer and the ability to look around the cockpit as you fly. Rogue Leader, standing by!

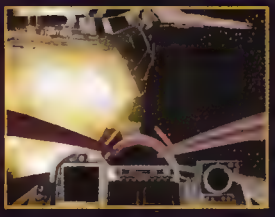












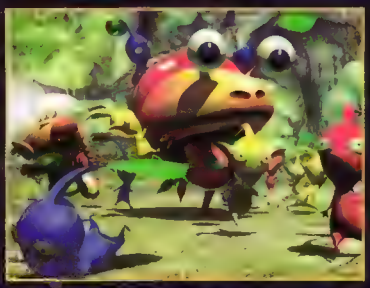
PIKMIN

BY STAR DINGO

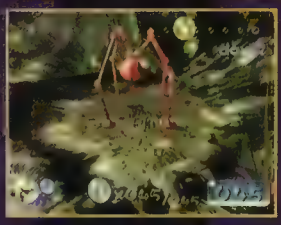
Developed and published by Nintendo

Target release date: December

IF NINTENDO'S GOAL with the GameCube is innovation, then it has already hit the originality jackpot. The latest game to sprout from the mind of Nintendo design legend Shigeru Miyamoto (of Zelda fame) is Pikmin, an action/strategy/mind-control/plant-symbiosis sim unlike any this or any other world has seen before.



The unquestionably off-kilter premise? You're a little silver spaceman who crash-lands on an inhospitable world populated by tiny plant-creatures called Pikmin. Your goal is to cultivate, guide, evolve, and rally groups of up to 100 of the little legumes so that they build bridges, remove barriers, destroy predators, and otherwise change their world to help you return home. Pikmin's graphics are already lush, beautiful, and hyper-detailed, while watching your Pikmin herd, hop, and sway under the influence of your rainbow head-beam is plain mesmerizing. Everything about Pikmin just screams unique—well, just as long as you ignore the fact that the game's title is similar to that of another Nintendo franchise spelled with a "p," "k," "m" and "n"....



SUPER SMASH BROS. MELEE

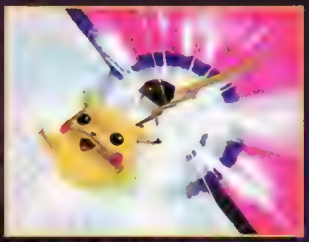
BY STAR DINGO

Developed and published by Nintendo

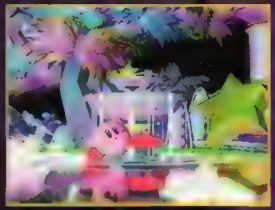
Target release date: November

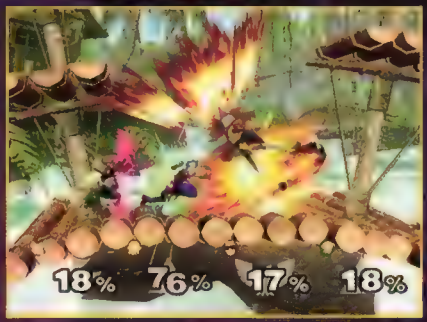
FIND OUT MORE ONLINE

LET'S SAY YOU'RE Nintendo. You're about to launch a new cutting-edge game system, but some upstart company named Microsoft is stealing your thunder by launching one of its own. So you're waving your hands in the air and screaming, "Look over here! We're back! We rule!" Well, if the words aren't effective, you'd probably prove it with a game that takes characters from every freakin' one of your most popular franchises and hurls them into one huge, ridiculous four-player brawl—and Super Smash Bros. Melee is that brawl, er, game. "See Mario?" says the GameCube, "See Pikachu, Samus, and those two lovable Eskimo weirdoes from Ice Climber? Have you taken your fill of Kirby, Yoshi, Star Fox, and Link?! Baby, you ain't gettin' them anywhere else."



The original version of Super Smash Bros. for the N64 was one of the system's best multiplayer games, and Melee doesn't mess with that formula—except by adding over a dozen new backgrounds, a ton of new characters, 30 new items, a single-player quest, and a 64-player tournament mode. Oh yeah, the game also come with an exponential increase in graphical punch, courtesy of the 'Cube.





E³ SHOWSTOPPERS

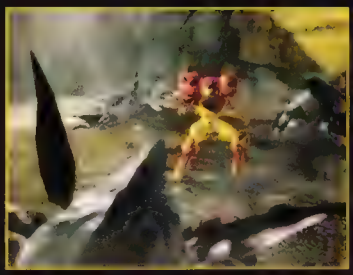
METROID PRIME

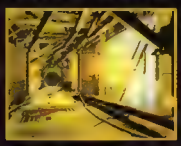
BY MAJOR MIKE

Developed by Retro Studios

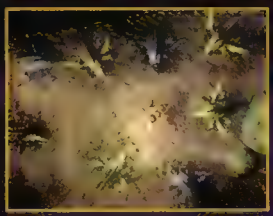
Published by Nintendo

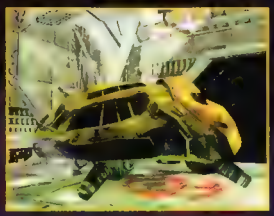
Target release date: 2002





NINTENDO 64 GAMERS have been clamoring for a Metroid adventure starring famed interstellar bounty hunter, Samus Aran. Although an N64 version never materialized, a GameCube version is in the works, and a video of the game in progress was briefly shown at E³. Little is known about Metroid Prime, but gamers can expect a 3D gameplay engine coupled with epic exploration, awesome weaponry, gigantic bosses, and more. Although Prime won't appear until next year, you can get a piece of Samus in Super Smash Bros. Melee.





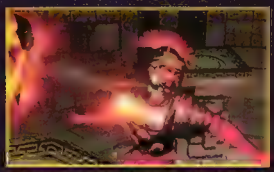
ETERNAL DARKNESS

BY MAJOR MIKE

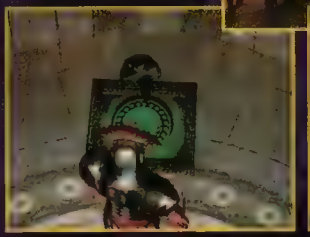
Developed by Silicon Knights

Published by Nintendo

Target release date: December



MANY GAMES ASK you to put your life in danger, but not many ask you to risk losing your…sanity? Eternal Darkness, on the other hand, *will* challenge your sense of reality. In this 3D action/adventure game, you'll chase an evil force through time. You start as a gladiator then go on to play as a total of 13 characters in as many eras, from 100 B.C. to the present. As you venture through horrific historical events, including the Inquisition and two World Wars, your sanity meter is affected by how well you play the game. If you play poorly, your sanity will decrease and you'll begin to hallucinate, right up to your real—or imaginary—death. Confusing? You bet…or do you?



STARFOX ADVENTURES: DINOSAUR PLANET

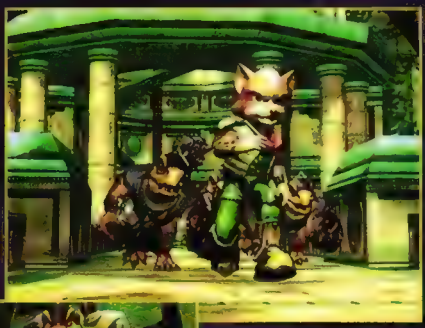
BY ATOMIC DAWG

Developed by Rare

Published by Nintendo

Target release date: November

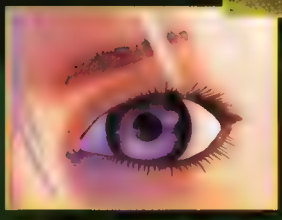
FOX MCCLOUD, MISSING in action on the Nintendo 64, returns for a tour of duty with the GameCube. It's not clear how much of the N64 project, Dinosaur Planet, was actually folded into StarFox Adventures, but this primeval world is deep in dino doo-doo. An evil dinosaur named General Scales is blasting sections of the planet into space. To save the day, Fox will have to perform plenty of hand-to-hand combat with a magical, multi-functional staff. Don't worry, he also returns to his famous Arwing starfighter for classic aerial combat. When it comes to launching a sequel, no one…outfoxes Nintendo.

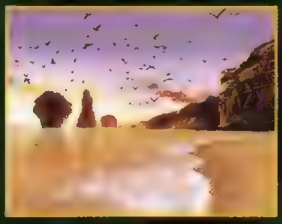


E³ SHOWSTOPPERS

TO AMPLY EXHIBIT the Xbox's power at E³, Microsoft needed a game miles ahead of anything yet seen on the PlayStation 2. Ironically, it bagged just such a title by snatching Tecmo's Dead or Alive series from the PS2; now DOA3 will appear exclusively on the Xbox, with its stunning character models and impressive fighting environments. The tremendously detailed environments are all the more amazing when you consider their massive size: When asked how large the fighting areas would be, Tomonobu Itagaki, head of DOA developer Team Ninja, jokingly replied, "Several miles."

The character models were definitely powered up from previous incarnations, the easiest recognizable change being the lifelike movement of the characters' hair and costumes. In fact, the single most gratuitous use of processing power came in the form of a female fighter in karate gear, whose entire outfit moved as fluidly as real clothing—to the point of realistically interacting with her body underneath. As for the game's character roster, many old favorites, such as Ayane and Kasumi, are returning. Itagaki could not confirm if *all* the old fighters would reappear, saying he'd rather incorporate as many new characters as possible; not surprisingly, the DOA3 footage at E³ revealed at least four new fighters (one of whom looked like a boss).





DEAD OR ALIVE 3

BY TOKYO SHIFTER

Developed by Team Ninja

Published by Tecmo

Target release date Fall 2001

FIND OUT MORE ONLINE

CEL DAMAGE

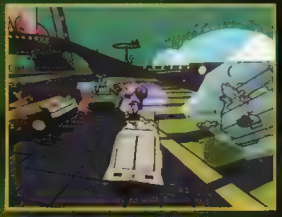
BY TOKYO SHIFTER

Developed by Pseudo Interactive

Published by Electronic Arts

Target release date Fall 2001

THE CLASSIC, CEL-SHADED, flat cartoon style look is so ubiquitous that it's easy to pass over a game like Cel Damage—especially at an eye-popping expo like E³. Fortunately, this Xbox gem was a standout, with its weird vehicle combat and wacky cartoon physics. In the preview version, six strange characters drove outrageously animated rigs, ramming, slamming, and gunning each other down with 36 goofy, toon-lethal weapons. The gameplay matched the crude look to a tee, resulting in one hilariously modified take on car combat.



E³ SHOWSTOPPERS

JET SET RADIO FUTURE

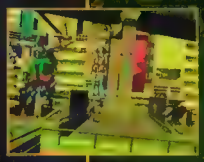
BY FOUR-EYED DRAGON

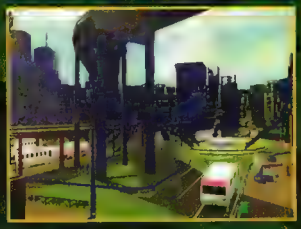
Developed and published by Sega

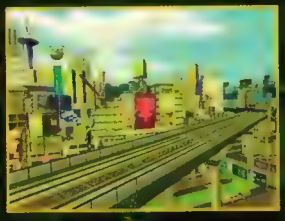
Target release date: Winter 2001

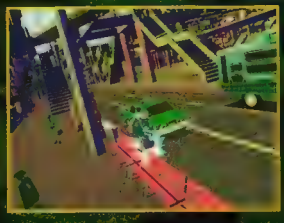
While it wasn't playable on the show floor, Jet Set Radio Future looked phenomenal in its early stages. The game first appeared on the Dreamcast as Jet Grind Radio—mixing an original look, funkified music, and creative gameplay. You had to claim your territory by spray-painting your tag while avoiding the police on your futuristic skates.

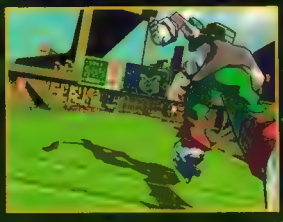
Similar to Jet Grind, Jet Set Radio Future takes place in the near future when youth battle to express themselves. You'll want to avoid unfriendly rivals and the boys-in-blue, as you glide on your rocket-powered skates through a sharply detailed, cartoon-style city. This time around, you'll be able to perform more tricks and play with a friend in cooperative or competitive mode. Best of all, you can expect an enthralling soundtrack, something that helped make Jet Grind Radio an unforgettable ride.











HALO

BY AJIR HENDRIX

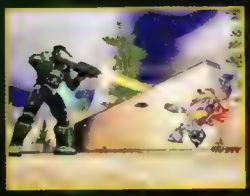
Developed by Bungie

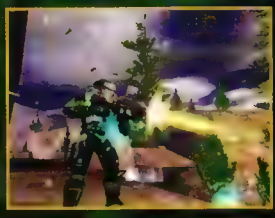
Published by Microsoft

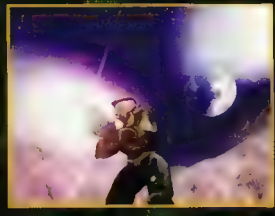
Target release date: Fall 2001

Halo has been generating buzz since its genesis as a PC game, so it had a lot of hype to live up to at this year's E³. While it didn't leave show attendees agape with wonder, Halo certainly proved that it's firmly on track to become an awesome sci-fi shooter. Halo's lush sci-fi setting transports you to a ring-shaped world where humans battle aliens known as the Covenant for control of the world's secrets. Although Microsoft staged these screen shots to show eye candy rather than gameplay, Halo's visuals were dazzling, even though you'll rarely view the action from the perspectives shown here.

Better yet, the gameplay looked promising, combining first-person combat with vehicular mayhem. You'll fight alongside a squad of marines (whose slick A.I. makes them effective partners), then clamber into a jeep with a mounted machine gun to wreak further havoc. Strong multiplayer action will include co-op play in the single-player missions and deathmatches via split-screen or LAN. If the rest of Halo plays as well as the E³ demo, it's destined to be one of the Xbox's stars.







E³ SHOWSTOPPERS

BLOOD WAKE

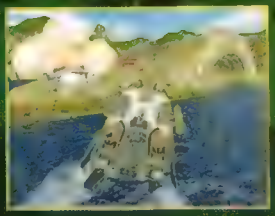
BY MASON ROSE

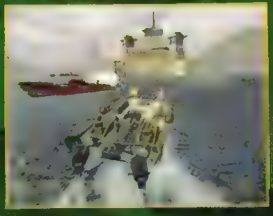
Developed by Stormfront Studios

Published by Microsoft

Target release date: Fall 2001

THE PLAYSTATION MAY have Twisted Metal, but the Xbox is preparing its own brand of vehicular combat with Blood Wake, a game that has boats blowing holes in each other across large bodies of water. With a selection of 10 boat types, you'll take to the high seas for 25 one-player missions, or do battle against up to four other players via a split-screen view. Of course, you can't have combat without weapons, and Blood Wake won't be a shrinking violet with its array of chain guns, torpedoes, mines, and more.





PROJECT GOTHAM RACING

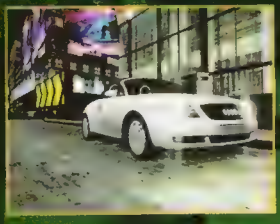
BY AMI NEWBOX

Developed by Bizarre Creations

Published by Microsoft

Target release date: Fall 2001

THE SEQUEL IN spirit to the Dreamcast's Metropolis Street Racer, Project Gotham will hit the streets of New York, San Francisco, London, and Tokyo for over 200 races—all on realistically modeled and mapped circuits. While the graphics won't be photo-realistic by any means, they will be appreciably close, so anyone familiar with those four cities should know their way around. The E³ demo, which turned a nighttime lap around NYC's Times Square, sported tight handling and eye-catching visuals. If all goes well, perhaps Project Gotham could be the Xbox's Gran Turismo.



TRANSWORLD SURF

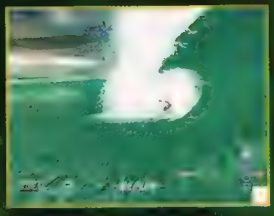
BY AMI NEWBOX

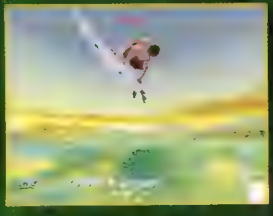
Developed by Angel Studios

Published by Infogrames

Target release date: Fourth Quarter 2001

WHILE SKATEBOARDING HAS exploded, surfing games have never received a fair shake. .but TransWorld Surf for the Xbox is poised to change that finally. Sporting some of the most spectacular water effects ever, TransWorld will blend Tony Hawk–style kicks and flips with authentic surfing moves, like stalls. Playing as one of 13 pros, you'll be able to find the perfect set in 10 locations ranging from Baja to Costa Rica to Hawaii. The game's visuals, from the waves to the shore to the marauding sharks, already looked fantastic in the preview version. If the gameplay keeps pace, TransWorld should be a huge hit.





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DEVIL MAY CRY

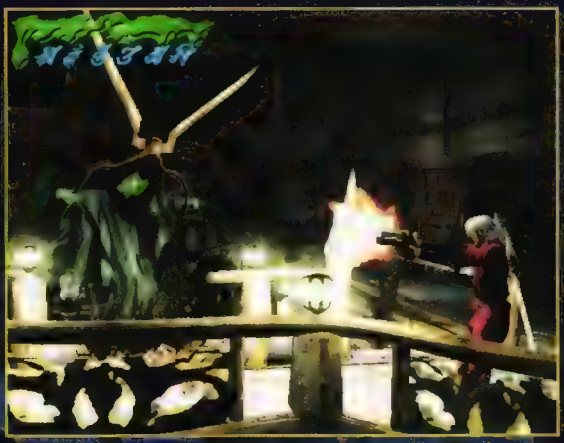
BY MAJOR MIKE

Developed and published by Capcom

Target release date: October

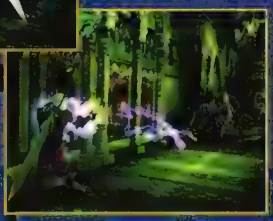
FIND OUT MORE ONLINE

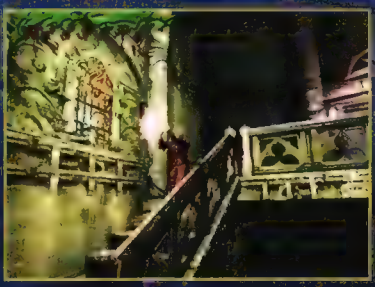
DEVIL MAY CRY is the latest action/horror offering from Capcom producer Shinji Mikami, who also gave us Resident Evil and Dino Crisis. The story centers on Dante, the descendant of a famed devil-hunting swordsman, who is called to the demon world to carry on a 2000-year-old grudge.

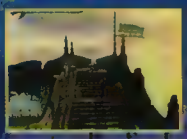


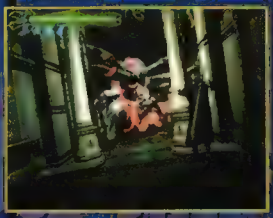
Dante's Inferno

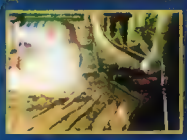
In the preview version, a deep gameplay engine emphasized technique over firepower, helping Devil May Cry go beyond the classification of "just another Resident Evil offspring." In addition to Dante's repertoire of jumps, punches, kicks, and his mastery of weapons (see sidebar, "Look What You Can Do!"), he could also transform into various demons and unleash screen-filling devastation powers. His tricks almost evened the odds, as Dante was besieged by a variety of supernatural forces that included murderous marionettes, slippery phantoms, speedy giant spiders, and a monster which can be described only as a black cloud of roving smog with big teeth and serious attitude.











Devil Inside

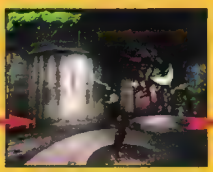
Devil May Cry already had looks and brains. Visually, it was a stunner, featuring atmospheric lighting effects, creepy gothic settings that will send shivers down your spine, and tons of interactive objects that should make for hours of exploration. The characters also benefitted from lifelike details, e.g., smoking guns and clothing waving in the wind. A hard-rock soundtrack punctuated by driving sound effects will accompany your every move.

Equally important was a simple control scheme that made even the most complex onscreen action a snap to execute—at times the game looked like *The Matrix* meets *Poltergeist* on steroids. Sure, it may sound as if we're jumping the gun by praising Devil too soon, but a playable demo of this title is being bundled with Resident Evil Code: Veronica X this August, so you'll be able to take a look and tell us if we're wrong.

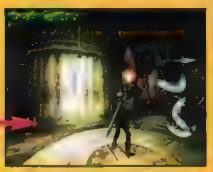
Look What You Can Do!

One of the coolest aspects of Devil May Cry is the fighting techniques of the main character, Dante. Here's an example of one of his flashiest—and deadliest—combo attacks, dubbed the "swat-and-shoot."

As Dante, use the sword for your first attack.



Swat your adversary into the air with a golf-swing–type motion...



...then, while your enemy is airborne, switch to the twin pistols and blast him!

E3 SHOWSTOPPERS

FINAL FANTASY X

BY UNCLE DUST

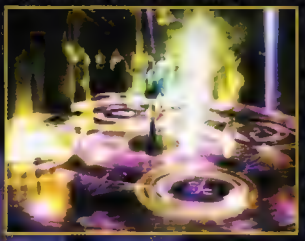
Developed by SquareSoft

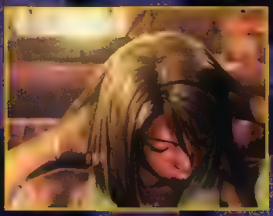
Published by Square EA

Target release date: First Quarter 2002

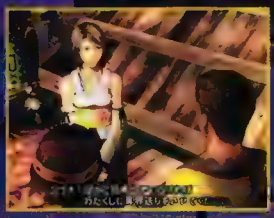
FIND OUT MORE ONLINE

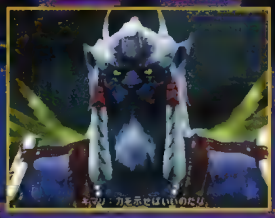
SQUARE'S FANATICALLY ANTICIPATED Final Fantasy X was playable for the first time in the U.S. at E3, and it didn't disappoint—in fact, FFX surpassed expectations. Gamers could play either as Tidus—the rambunctious Blitzballer who searched through ruins fighting water-based monsters—or battle in a party that included Yuna and her three summons: Ifrit, Shiva, and Valfarre. The in-game visuals were striking, and the summoning animations were simply incredible. The wide variety of characters shown in the demo were imaginatively designed in classic FF style, exhibiting intricate detail—and even lip synch to the Japanese dialogue.

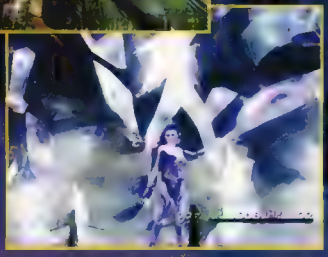




While only a few minutes of gameplay were available, those moments were enough to bring droves of fans to the Square EA booth where they lined up to play the game—and see the demo movie, which showcased FFX's CG cinemas. These sequences were so beautiful, they brought tears to the eyes of the showgoers, literally, as they even rivaled the visuals of the upcoming *Final Fantasy* movie. This game is what the PlayStation 2 is all about. G







STATE OF EMERGENCY

BY FOUR-EYED DRAGON

Developed by VIS entertainment

Published by Rockstar

Target release date: Fall 2001

ONE OF THE biggest surprises at E3 was State of Emergency. On paper, this M-rated game will have you inciting riots by taking to the streets and harassing every bystander. Environments will be completely interactive, and you'll have a variety of weapons to use against unsuspecting civilians, brutal cops, and nasty gang members. The simple story has you follow five Resistance agents who are bent on destroying the oppressive American Trade Organization.

The gameplay, however, is controlled chaos—and fun. In the playable version, you could pick a fight using anything from a flamethrower to your fists. Also, the A.I. closely resembled its real-life counterparts: Police relentlessly hunted you down, gang bangers never retreated, and the innocents cowered or ran away. The visuals also contained much detail; as players ran through a complete 3D urban city with tons of people clashing in every which way, the game looked amazingly sharp. Questionable content? Wait and see for yourself. G

E³ SHOWSTOPPERS

MAXIMO: GHOSTS TO GLORY

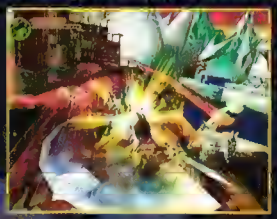
BY TOKYO DRIFTER

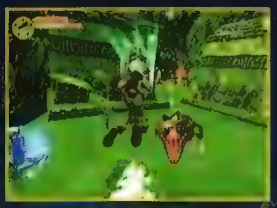
Developed and published by Capcom

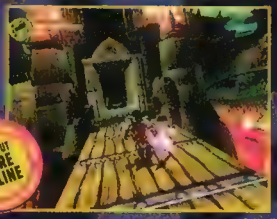
Target release date: Fourth Quarter 2001

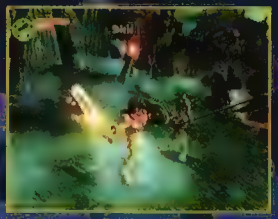
FIND OUT MORE ONLINE

SHROUDED IN MYSTERY since it was announced over a year ago, Maximo made a stunning debut in playable form at E³. "Inspired" by the Ghosts 'N Goblins series, the game's presentation mimics all the classic trappings, such as zombies rising from the ground and your character's armor getting knocked off as you take damage. The combination of beautiful graphics, haunting melodies, a unique continue system, and surprisingly deep leap-and-slash gameplay earns Maximo a coveted spot as an E³ showstopper.









METAL GEAR SOLID 2: SONS OF LIBERTY

BY ATOMIC DAWG

Developed and published by Konami

Target release date: Fall 2001

FOR THE SECOND year in a row, Metal Gear Solid 2 earned kudos as best video trailer of E³…oh yes, the game rocks, too. Producer Hideo Kojima hand-carried the video from Japan, but the MGS2 demo from Zone of the Enders was all that was playable. Was that enough? You bet! As for the tantalizing trailer, it revealed a few tidbits about the plot: Metal Gear Ray on a rampage, a female commando with a nasty electro-shock weapon, and the possible return of Ninja. MGS2 looks "solid" for sure.

SILENT HILL 2

BY STAR DINGO

Developed and published by Konami

Target release date: August

KONAMI'S LATEST CINEMATIC creepfest turned every head—and stomach—at E³ with its unprintable acts of surreal, demonic nastiness (the leg-monster is doing what?!) and enough atmosphere to spawn new life on a small, dark planet. The game's use of flashlight effects and shadows was intensely disturbing, and the creatures you'll encounter seem yanked from David Cronenberg's deepest, darkest nightmares (i.e., *The Fly*, *Dead Ringers*). So get yourself some sleep and a good washcloth for your eyes… 'cuz when this game is released, sleep is out and eye-poppin' stuff is in.

E³ SHOWSTOPPERS

GRAND THEFT AUTO III

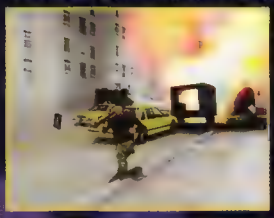
BY PACE EYED DRAGON

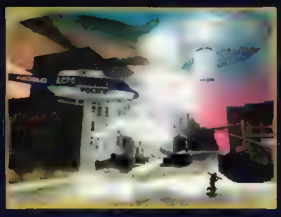
Developed by DMA Design

Published by Rockstar

Target release date: October

THE INFAMOUS GTA series that glorifies the unlawful is back, this time in full 3D. You work your way up the organized-crime hierarchy by performing a variety of criminal activities in over 80 missions. Of course, you'll need to jack anything that rolls to accomplish your goals, but with over 50 different vehicles to steal, you won't be bored. The weather and time of day will affect the city, and you'll interact with various characters to complete your objectives.





CAPCOM VS. SNK 2: MARK OF THE MILLENNIUM 2001

BY UNCLE BUCK

Developed and published by Capcom

Target release date: September

A BRAVE 2D fighter, Capcom vs. SNK 2: Mark of the Millennium 2001, will be stepping into the ring to take on the PlayStation 2's 3D brawlers. This sequel should be a perfect arcade port (only the arcade version was at the show) and will feature 10 additional fighters in the lineup. Haomaru was easily the crowd favorite at E³. As did Marvel vs. Capcom 2, Capcom vs. SNK 2 is adding a bunch of goodies, including a six-button control scheme and a total of six Grooves, for even more depth to the legendary fighting system.

FIND OUT MORE ONLINE

SLED STORM 2

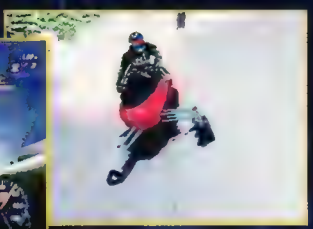
BY ASH NEWBY

Developed by EA Canada

Published by EA Sports Big

Target release date: December

FOLLOWING IN THE snowmobile tracks of the sleeper-hit PlayStation original, Sled Storm 2's designers are focusing on creating bigger courses with plenty of opportunities for destruction, like plowing through the local ski lodge. Unlike other EA Sports Big games, though, Sled Storm 2 will concentrate less on tricks and more on destruction, so carnage will earn you points toward a Storm Boost, the game's decked-out turbo. The E³ demo already sizzled with potential, so look for Sled Storm 2 to light up the snow in time for the holidays.



E³ SHOWSTOPPERS

TONY HAWK'S PRO SKATER 3

BY BROTHER BUZZ

Developed by Neversoft

Published by Activision

Target release date: Winter 2001

TONY HAWK'S PRO SKATER 3 remains on track as one of the can't-miss PlayStation 2 games of the year (for more info, see Sneak Previews, July). It looked gorgeous at E³, and the online multiplayer demo rocked. Tony 3 will reportedly feature twice as many tricks as before. You'll also get new levels that include Los Angeles and Canada, along with a skatepark editor. However, gamers should be prepared to reset their geek-o-meter... you'll be able to add girl boarders this time around.

SMUGGLER'S RUN 2: HOSTILE TERRITORY

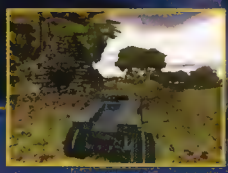
BY JAKE THE SNAKE

Developed by Angel Studios

Published by Rockstar Games

Target release date: October

SMUGGLING ACROSS THE border into the United States is hairy enough, but in Vietnam and Afghanistan, you're as likely to get shot as you are to get caught. The terrain in Smuggler's Run 2 was even more impressive than in the first game, and you could still go anywhere you could see. Vietnam had lush tropical plants, canals crossed by pontoon bridges, bombed-out villages, ruined temples, and fishing towns made up of huts on stilts. Besides your old reliable buggy, you could drive tanklike vehicles, plus the game earned its "Hostile" appellation with enemy tanks that could blow you up with one shot.



BALDUR'S GATE: DARK ALLIANCE

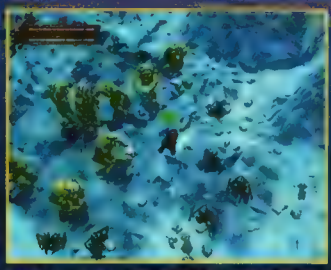
BY STAR DINGO

Developed by Snowblind Studios

Published by Black Isle Studios

Target release date: Fall 2001

BLACK ISLE'S BEAUTIFUL Diablo-flavored third-edition-D&D game will be the perfect showcase for the importance of "little things." Ya know, "little things" like the way the flicker of a torch creates shadows across the room, the way the sparks of a lightning spell bounce and fizzle, the way water ripples and bounces as you splash around in a pool. 'Cuz these "little things" will make the big, multi-eyed, hell-spawned things look a bazillion times cooler in Dark Alliance.



FREQUENCY

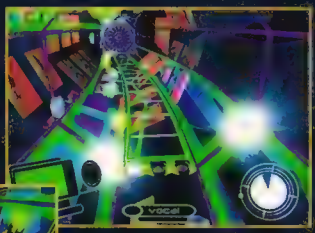
BY DAN ELEKTRO

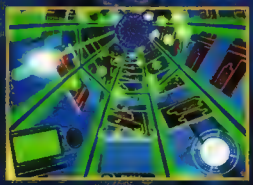
Developed by Harmonix

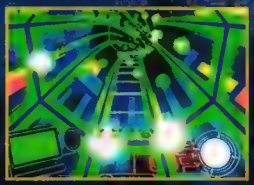
Published by Sony

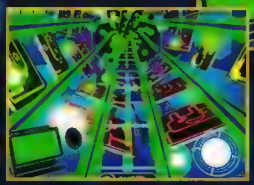
Target release date: September

IF YOU WERE to combine elements of PaRappa the Rapper, MTV Music Generator, and Atari's classic arcade/shooter, Tempest, you might come up with the innovative stew that is Frequency. Gamers will have to match the beats of songs from Crystal Method, Dub Pistols, DJ Qbert, and others, "capturing" tracks of each song (bass, drums, etc.) while surfing down electric tunnels. With fast-paced gameplay and online support, Frequency could rocket the music genre forward at light speed.









The story of a hero.
His adventure. And his ears.

A villainous force has transformed the dream world of Lunatea into a nightmare. A young hero, Klonoa, has been given the task of rescuing this once enchanted land. A daunting mission, to be sure. But with ears to ride the wind, and a magic ring to control his foes, this hero's victory cry will surely be heard.

KLONOA™ 2
Lunatea's Veil

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PlayStation.2

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E³ SHOWSTOPPERS

MEDAL OF HONOR: ALLIED ASSAULT

BY AIR HENDRIX

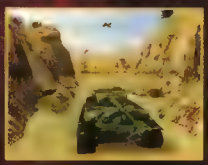
Developed by 2015

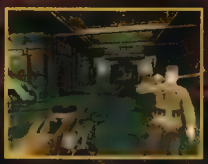
Published by EA Games

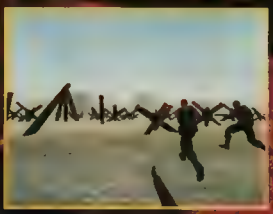
Target release date: November

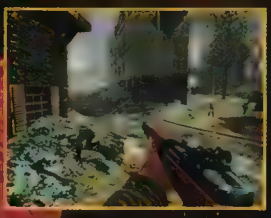
EASILY ONE OF E³'s most remarkable games, Medal of Honor: Allied Assault stunned the crowd with two spectacular levels: the landing in Normandy at Omaha beach and a sniper-riddled, war-torn French village. The wow factor came from both the dazzling graphics and the sharp teamwork in your unit. As you stormed the beach, fellow soldiers did everything from plead for their lives to bark quick commands that helped you decide your next move (naturally, homages to *Saving Private Ryan* abounded). The end result was a fluid feel to the action that was astonishing—much like Half-Life was the first time you played it.

Allied Assault isn't just about squad-based action, though—you'll fight alone and in disguise as you tackle more than 20 levels with objectives like sabotaging U-boats in Norway, holding a bridge at Remagen, and more. Allied Assault seems poised to become one of the year's top PC games, but if you aren't a PC gamer, don't surrender hope yet—Allied Assault's next tour of duty is on the Xbox in early 2002.









RETURN TO CASTLE WOLFENSTEIN

BY JAKE THE SNAKE

Developed by Gray Matter Interactive

Published by Activision

Target release date: Fourth Quarter 2001

FIND OUT MORE ONLINE

ACTIVISION'S E³ BOOTH was mobbed with people gawking at this next-gen shooter. Thanks to the Quake III Arena game engine, Army Ranger B.J. Blaskowitz faced frightfully lifelike Nazi soldiers, plus decidedly non-lifelike monsters, in incredibly atmospheric World War II–era environments, including a barbed-wire compound and creepy dungeons.

The weapons looked almost photo-realistic and behaved just as accurately. The Thompson submachine gun spurted bullets in violent bursts, as did the Sten gun. Even the lowly Luger pistol looked great, as its hammer swung back and forth with each shot. Coolest of all was the flamethrower, which emitted a small, blue igniter flame until you pulled the trigger to unleash a firestorm on enemies, who then writhed in burning agony. The Nazi antagonists wore a vast array of foreboding uniforms, from the black suits of S.S. officers to the camouflage frocks of elite soldiers. The enemies responded intelligently and grabbed their wounds where you shot them. Every first-person shooting fan will likely want to get their hands on this sure-fire hit.

E³ SHOWSTOPPERS

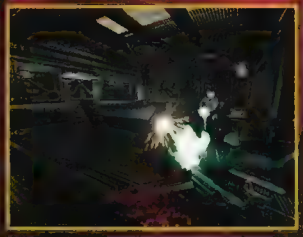
UNREAL 2

BY JAKE THE SNAKE

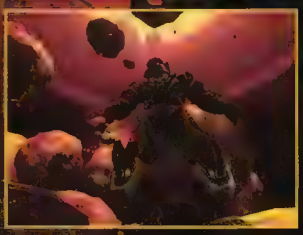
Developed by Legend Entertainment

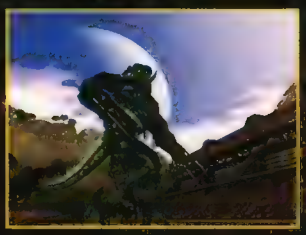
Published by Infogrames

Target release date: First Quarter 2002



UNREAL 2 WAS probably the most impressive-looking PC game at the expo, but it was shown only behind closed doors, so it couldn't stop many people's shows. The vast outdoor terrain varied greatly, even including a deep-space asteroid belt where you could jump-jet from rock to rock, and an Earth-like planet with crinkled hillsides and huge trees with thousands of branches. The weapons seemed inspired by those in *Aliens*—a robust machine gun spewed blue flame and swarms of bullets that threw up glowing sparks where they hit the wall. Plus, an amazing flamethrower unleashed the best-looking fire ever seen in a game.





SOLDIER OF FORTUNE II: DOUBLE HELIX

BY JAKE THE SNAKE

Developed by Raven Software

Published by Activision

Target release date: First Quarter 2002

THE COLOMBIAN JUNGLE in Soldier of Fortune II: Double Helix was some of the best-looking natural scenery in any game at the show. Tall trees loomed over lushly overgrown plants whose leaves swayed in the breeze. Shooting through trees sent leaves falling to the ground. The faces of friends and foes were amazingly detailed. You could shoot AK-74s, M-16s, M-60s, grenade launchers, plus machine guns mounted in watchtowers and on moving helicopters—"git some!" Not surprisingly given the first Soldier of Fortune, the game's insane detail also meant intensely graphic violence.

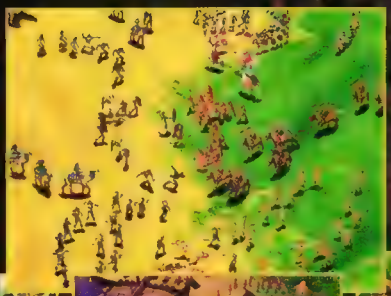
AGE OF MYTHOLOGY

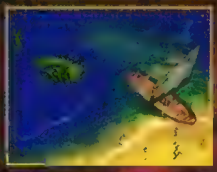
BY JAKE THE SNAKE

Developed by Ensemble Studios

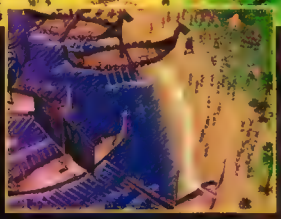
Published by Microsoft

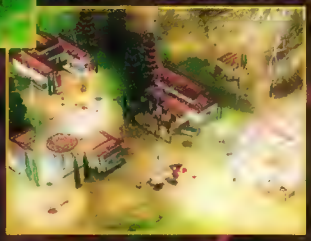
Target release date: Spring 2002





THOUGH THE BASIC setup hasn't changed from the venerable Age of Empires series, Age of Mythology was still one of the most eye-catching real-time strategies at E³. The view was from overhead as usual, but the detail of the world and the units was better than ever, with smooth waves crashing into coastlines and swordsmen hacking and slashing at myriad enemies. Coolest of all was the incorporation of powerful mythical creatures, heroes, and gods—such as Beowulf, Cyclops, Minotaur, and many others—into the strategic gameplay.





E³ SHOWSTOPPERS

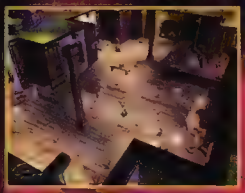
DUNGEON SIEGE

BY JAKE THE SNAKE

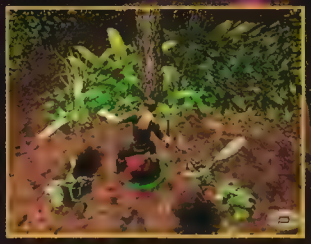
Developed by Gas Powered Games

Published by Microsoft

Target release date: Fall 2001



DUNGEON SIEGE COULD be the most beautiful role-playing game yet. In the preview version, the characters roamed completely 3D forests that looked like the setting for a Grimm Brothers' fairy tale, while the world was one huge continuous map with no load times. Desert landscapes, big dungeons, and multistory buildings were equally impressive. The controls tweaked the best elements of other RPGs for a fast, seamless, and action-packed experience with few repetitive movements. Plus, a powerful editor will enable you to create your own characters, spells—and even entire worlds. G



FREELANCER

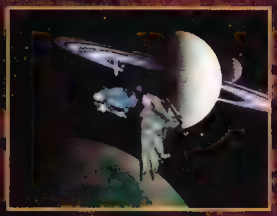
BY AIR HENDRIX

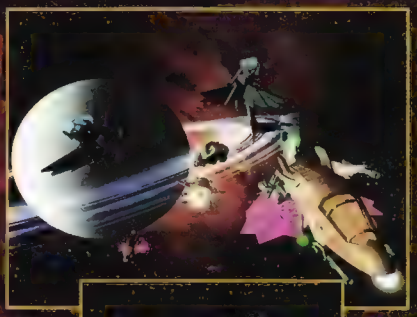
Developed by Digital Anvil

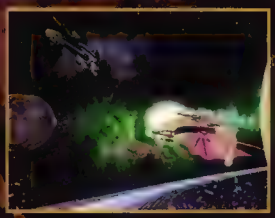
Published by Microsoft

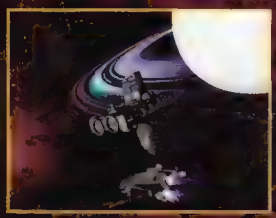
Target release date: 2002

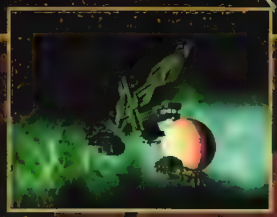
THE LATEST FROM the makers of Starlancer, Freelancer is striving to push the boundaries of the space/combat genre. The preview version unveiled a living universe where your reputation and the local marketplace determine whether you're offered bounty-hunting missions, trade missions, and more. A story line delves into the mysteries of the far-off Sirius System, but the game literally never ends, as randomly generated missions ensure nonstop action even after you've played out the plot. If you factor in the already-gorgeous graphics, Freelancer looks like a dogfight of galactic proportions. G











NEVERWINTER NIGHTS

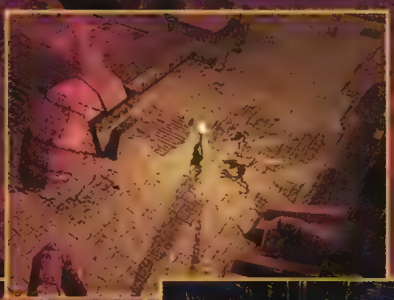
BY JAKE THE SNAKE

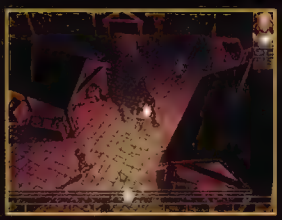
Developed by Bioware

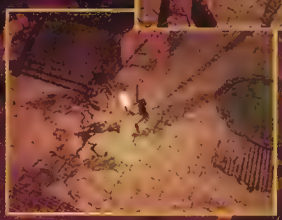
Published by Black Isle Studios

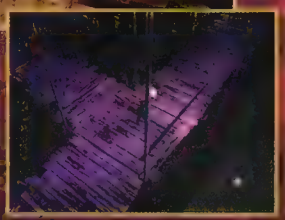
Target release date: Spring 2002

PERHAPS BETTER NAMED RPG Construction Set, Neverwinter Nights may be the only Dungeons & Dragons–based RPG you'll ever need. Besides a full single-player game, you'll be able to create your own Forgotten Realms game modules with the Neverwinter Toolset. You'll be able to write your own plots, create characters—and lay out a whole world, which was incredibly quick and easy to do in the E³ demo. Then you'll reign over online games (featuring 64 players per server) as the Dungeon Master, influencing gameplay and altering the plot as you go along. All this, plus awesome graphics. G









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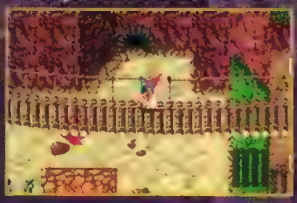
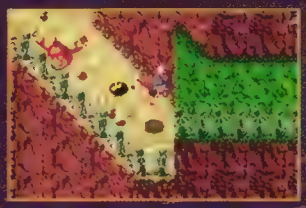
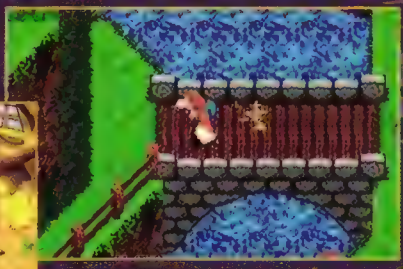
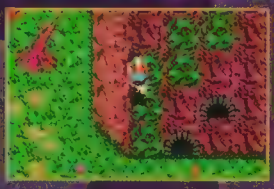
E³ SHOWSTOPPERS

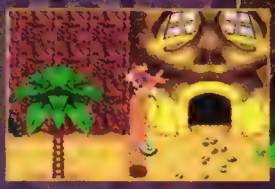
BANJO-KAZOOIE: GRUNTY'S REVENGE







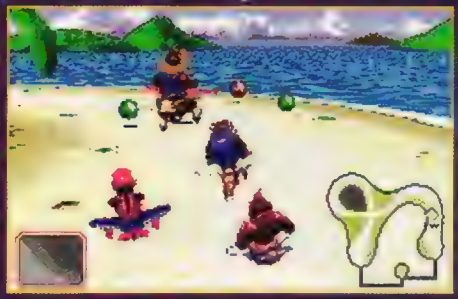




Nintendo's marquee bear and bird are coming back for their third adventure in the upcoming Banjo-Kazooie: Grunty's Revenge for the Game Boy Advance. Featuring the return of Gruntilda, the evil witch from the first Banjo game, and Mumbo Jumbo the shaman, who will have a bunch of new transformations, Grunty's Revenge will also feature cool new worlds to explore. Plus, all of the patented Banjo moves will be present in the new handheld version of the game. Judging from the looks of Grunty at E³, Banjo-Kazooie should make a big splash on the GBA.

DIDDY KONG PILOT

It's Kongs vs. Kremlings in Rare's furious, aerial kart racer, Diddy Kong Pilot. You'll hop in a crazy flying machine and travel through the unfriendly skies of crazy 3D courses featuring a variety of terrain from sandy beaches to erupting volcanoes. DKP will include a story mode for each character as well as multiplayer action for up to four players in races or dogfights. Another cool aspect of the game will be Tilt Technology—like in Kirby's latest GBC game—that allows players to really feel the thrill of flying.



SABREWULF

The biggest Game Boy Advance surprise of E³ had to be Rare's new action/puzzle game, Sabrewulf. The evil blue-furred title character steals all the valuables in the land to fund animal slavery, so it's up to you, the legendary explorer Sabreman, to stop this maniacal plan. You'll have to explore the world, collecting creatures along the way that will help you solve the many puzzles and infiltrate Sabrewulf's lair. Each creature will have unique abilities, and only a limited number of them will be able to accompany you on each level. The busy guys at Rare had a lot to show at E³, and Sabrewulf was quite possibly the most unique and original offering from this stellar developer. The Wulf prowls next year.

E³ SHOWSTOPPERS

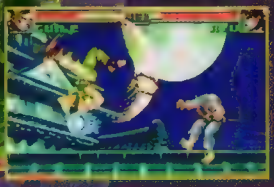
SUPER STREET FIGHTER II TURBO REVIVAL

BY UNCLE BUCK

Developed and published by Capcom

Target release date: August

CAPCOM IS THROWING the weight of its greatest series behind the Game Boy Advance, starting with Super Street Fighter II Turbo Revival, an amazingly fast and smooth version of its classic fighting game. The title will come with an expansive lineup, including original characters such as Ryu and Chun-Li, along with later contestants like Fei Long and Cammy. With four buttons and an extra wide screen, the Game Boy Advance proved to be a perfect fit for the [illegible]—if you were lucky enough to get through the [illegible] at E3 to play the preview version.

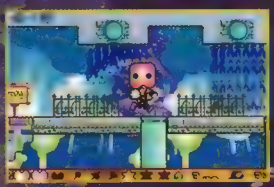


KLONOA EMPIRE OF DREAMS

BY FOUR-EYED DRAGON

Developed and published by Namco

Target release date: August



GET AN EARFUL, literally, with Namco's floppy-eared hero, Klonoa. As in its PlayStation 2 counterpart, you'll perform a lot of jumps, solve challenging puzzles, and ride a hoverboard in more than 35 stages. You can also expect sharp visuals and precise controls as experienced in the playable demo at E³. Klonoa is a platform adventure that promises to bring straightforward gameplay and colorful style right into your hands.

SPYRO: SEASON OF ICE

BY UNCLE BUCK

Developed by Digital Eclipse

Published by Universal Interactive Studios

Target release date: November

THE GAME BOY Advance is proving formidable at taking PlayStation series and squishing them into the palm of your hand—and Spyro: Season of Ice is no exception. In this 3D platformer, you'll control the tough little dragon with all of the head-butting and fire-breathing action fans of the series are accustomed to. This latest Spyro adventure will feature 30 levels with a variety of backgrounds—from tropical islands to lava fields—plus sparkling visuals and easy-to-handle controls. Smaller than ever on the Game Boy Advance, Spyro is living large.

E³ SHOWSTOPPERS

PLAYSTATION PROGNOSIS

BY AIR HENDRIX

THE PLAYSTATION MAY be in its dying days, but not every publisher has abandoned the millions of PlayStation owners as E³ marked the unveiling of several promising PlayStation games. Leading the charge was **Syphon Filter 3**, due out this September (and yup, that means you won't see Syphon Filter on the PS2 until late 2002 or beyond). This two-CD game will follow secret agents Gabe and Lian, who are put on trial in secret by the Senate for their actions in the first two games. As they recount their past missions, you'll play through them, battling with a slew of weapons old and new. The second disc will contain an array of mini-games and multiplayer modes.

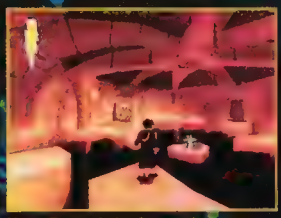
Syphon Filter 3

In September, **Madden NFL 2002** will mark the series' last season on the PlayStation. Fans can look forward to cool touches like Madden Classic mode, which lets you play Madden '93, and Coach's Corner, where Madden uses his Telestrator to teach football strategy. **Harry Potter & the Sorcerer's Stone** will debut this October, and its E³ demo showcased a promising mix of action and puzzles, including a cool broomstick chase through the Forbidden Forest.

While no details were announced beyond a fall release date, Activision is developing a PlayStation version of **Tony Hawk's Pro Skater 3**. And Capcom is setting up house this fall with **One Piece Mansion**, an intriguing puzzle/strategy game where you'll build and manage a hotel full of unruly tenants.

One Piece Mansion

Madden NFL 2002

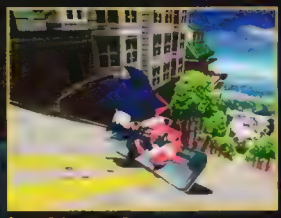

Harry Potter & the Sorcerer's Stone

Syphon Filter 3

DREAMS OF DREAMCAST

BY BROTHER BUZZ

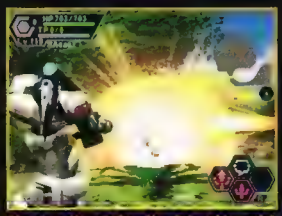
THE DREAMCAST'S DAYS are numbered, and a subdued Sega showing at E³ with a limited-access showcase did nothing to dispel that notion. There was also a deafening dearth of third-party Dreamcast games on display; Sega, however, isn't letting the system go down without a fight, and there were some tantalizing first-party previews.


Sonic Adventure 2

Sonic Adventure 2 (reviewed last issue) was fast, finished, polished, playable, and by far the star of this modest Dreamcast showing. Other notable titles showed promise for a fall rollout but were not ready for prime-time playing. **Shenmue II** is preparing to continue the saga of Ryo Hazuki in Hong Kong, Kowloong, and Guilin, China. The Shenmue world will be even bigger than before, and welcome improvements will include the ability to mark and map your travels and a feature that helps you avoid repetitive conversations with other characters.

Phantasy Star Online Ver. 2 (working title)

Phantasy Star Online Ver. 2 (working title) will be expanding the size of its online world, and new levels will be added to the current version. Plus, the new Battle Mode will make multiplayer deathmatches possible.


Phantasy Star Online Ver. 2 (working title)

Shenmue II

Sega Sports is moving full speed ahead. **World Series Baseball 2K2** looked amazing and much-improved now that it's under Visual Concepts' control. **NFL 2K2** featured solid, familiar gameplay with a new interface, and there's a new **NCAA College Football 2K2** game in the works but it had nothing to show at E³. There are high hopes for **Tennis 2K2** and **NHL 2K2** (also now a Visual Concepts project), but both titles were not playable here. Check out this issue's Sports Pages for more on these games.

Sega is definitely retooling for its games-only status, but Dreamcast gamers should still have something to look forward to this year.

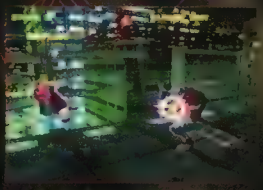
FIGHT LIKE AN ANIMAL

BLOODY ROAR 3

From the creators of Bloody Roar® 1 and 2 comes Bloody Roar® 3—the newest in the critically acclaimed fighting series. Unleash the beast within, transforming into your animal life-form mid-fight for the ultimate showdown. Fighting has never looked this good—or been this brutal.

Battle it out as 14 fighters—each with an alternate beast life-form and special combo moves.

Experience brutal single-player and multiplayer action, plus amazing special effects and animations (60 fps).



Tackle 12 gameplay modes in 9 immersive 3-D environments featuring destructible walls and floors.

ACTIVISION

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PlayStation.2

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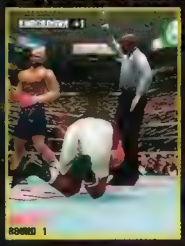
Mocap Boxing



BY MAJOR MIKE

- Developed and published by Konami
- Target release date: Available now

ARCADE

FIRST LOOK

BORROWING POLICE 911's motion-sensor technology, Mocap Boxing is a one-on-one dukefest where you step into the ring with worldwide boxing champions. Sure, another one-on-one fighting game is hardly a new concept, but Mocap's implementation is the key as you must work hard—physically—in order to win.

MOCAP FIGHTING MADNESS

Using a first-person view similar to that in such games as Super Punch-Out!!, Mocap's cabinet is "decorated" with sensors so as to track all your movements, which are then translated into on-screen action. Your arms will also get a sturdy workout as you'll literally throw punches with a pair of Special Boxing Gloves, which are attached to the machine by cables that measure the force and speed of each blow, jab, hook, and uppercut.

VIDEO GAME WORKOUT

Gameplay will require the right balance of stamina and precision as you move around the ring and throw punches whenever a targeting circle appears on your opponent. After you've KO'd six opponents three times each, you'll take on the game's final boss for the world championship title. Lazy gamers need not apply—Mocap Boxing could be the next best thing to actually hitting the gym.

Tekken 4

BY MAJOR MIKE

- Developed and published by Namco
- Target release date: Summer 2001

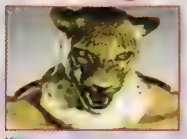
ARCADE

FIRST LOOK

Here's an early look at new fighter Dean Earwicker.

AFTER CONQUERING THE arcades with Tekken Tag Tournament, it was only a matter of time before Namco unleashed its next installment—and Tekken 4 is slated for a late summer release. Very little is known about the game, except that several series vets will return (see sidebar, "Returning Tekken Fighters"), along with one confirmed newcomer, among others. Stay tuned to *GamePro* for more on what's sure to bring fighting fanatics back into the arcades. In the meantime, check out these character renders.

Returning Tekken Fighters


King

Marshall Law

Xiaoyu

Paul

Hwoarang

Kazuya

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Anachronox

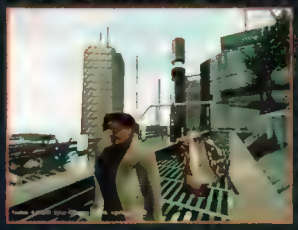
BY JAKE THE SNAKE

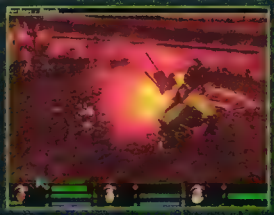
- Developed by Ion Storm
- Published by Eidos
- Target release date: June

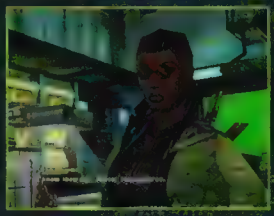
Windows 95/98

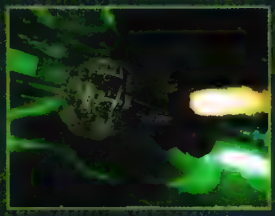
HANDS-ON

FROM THE DEVELOPER of moody sci-fi RPG/shooter Deus Ex comes another moody sci-fi RPG—this time, minus the shooting and plus more character-development. You assume the role of down-and-out private investigator Sly Boots on the planet Anachronox, a soot-covered world on the wrong side of the galaxy. Moving from a third-person view, you'll lead Boots on an epic cinematic quest that takes you to six planets. Along the way, you'll enlist six members into your party—three at once—and fight hordes of creatures in the style of old-school, turn-based role-playing games (exploring will be done in real time). The preview version's endless futuristic scenery made it feel like a sci-fi movie, as did the many in-engine cut-scenes. The story and myriad characters were deep and engaging. Anachronox could be a big hit with both sci-fi and role-playing gamers.









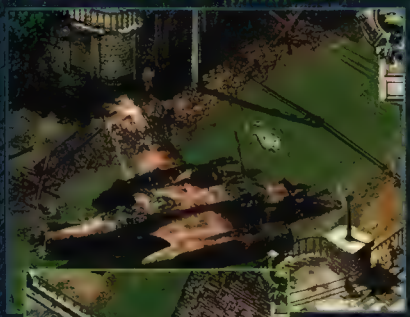
Commandos 2

BY JAKE THE SNAKE

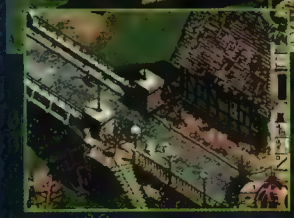
- Developed by Pyro Studios
- Published by Eidos
- Target release date: Summer 2001

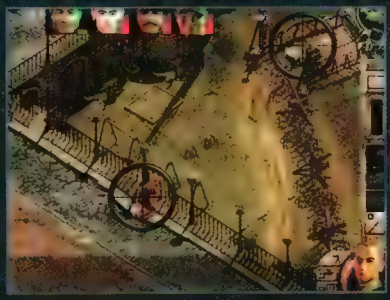
Windows 95/98

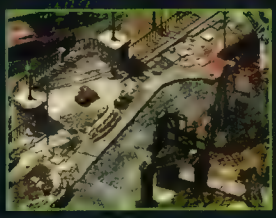
HANDS-ON

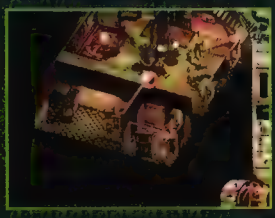


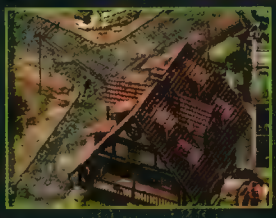
AFTER SOME hands-on time with Commandos 2, what's amazingly clear is how much Pyro Studios has added to the original game while remaining loyal to the same basic setup. You control four World War II commandos from a real-time-strategy–style overhead view, pointing and clicking where they should go or shoot while sneaking around enemy compounds. But there's so much more you can do now, it's almost like Metal Gear Solid goes to war. Knock on a door, and the Nazi guard will come outside, where you can take him down from behind. Your sapper can detect and defuse mines, then reset them elsewhere. You can control allied troops, though not as completely as you can your team. And you can now go indoors, plus each of the hundreds of buildings are unique. The only preview level available was Saving Private Smith, in which you save a soldier trapped in a Nazi-held town—and the scenery detail was superb. Other levels will include Pacific islands, a prison camp, and a Japanese aircraft carrier. If you like war games and sneak-and-peak tactics, Commandos 2 should deliver.

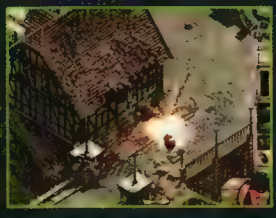












IF YOUR PARENTS KNEW
IT FELT THIS GOOD,
THEY WOULDN'T LET YOU
HAVE ONE.
GART sports
SPORTMART

Torn

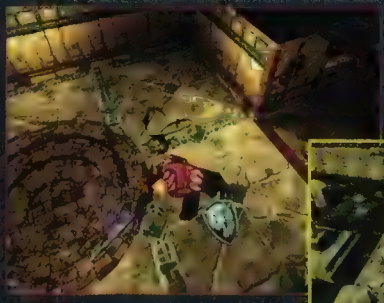
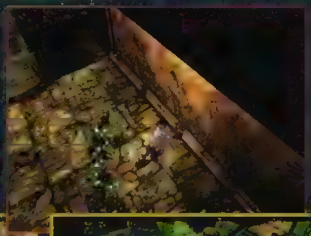
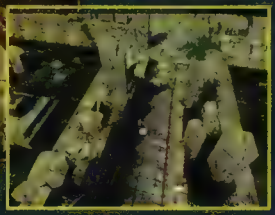
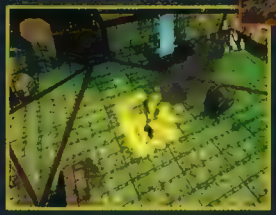
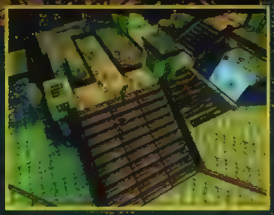
BY JAKE THE SNAKE

- Developed and published by Black Isle Studios
- Target release date: Fourth Quarter 2001

Windows 95/98

FIRST LOOK

ONLY WITH ITS illustrious pedigree could a role-playing game with such a short, vague name as "Torn" be a sure-fire hit. From the team that made such role-playing gems as Planescape Torment, Baldur's Gate II, and Fallout comes a game set in an original high-fantasy universe populated by ogres, dwarves, halflings, humans, elves, and a new race called the Sidhe. From a 3D isometric view, you'll control your character and companions based on a real-time version of the Fallout rules, complete with the skill-based character development of that game along with its system of Perks and Traits.

Sigma: The Adventures of Rex Chance

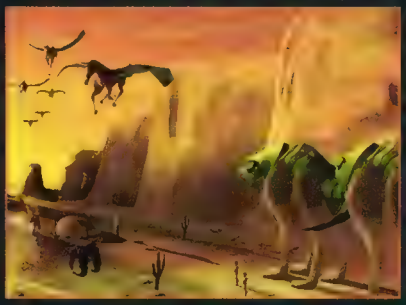
BY JAKE THE SNAKE

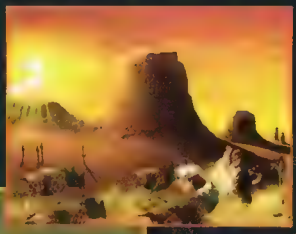
- Developed by Relic Entertainment
- Published by Microsoft
- Target release date: Fall 2001

Windows 95/98

FIRST LOOK

SIGMA WILL BE the first game that requires you to create a four-assed monkey to save the world. Well, not really, but in this bizarre-looking real-time strategy game inspired by *The Island of Dr. Moreau*, you'll be able to combine the traits of 50 animals to genetically engineer countless unnatural creatures as you struggle against an evil madman on a remote island chain during the 1930s. The 3D islands promise four ecologies, with sunlight and weather that affect the animals (whatever they look like).





Stronghold

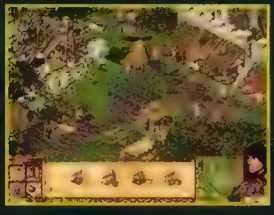
BY JAKE THE SNAKE

- Developed by Firefly
- Published by Gathering of Developers
- Target release date: September

Windows 95/98

FIRST LOOK

AS ANY MEDIEVAL strongman can tell you, the only thing more fun than building a castle is knocking down someone else's. And you'll be able to do both in Stronghold, a city-building real-time strategy game that looks to be the spiritual successor to Castles, the granddaddy of all real-time strategy games. Between the years 1066 and 1500 (when castles were all the rage), you collect wood, stone, and iron to construct your fortress, then protect it from enemies, all while striving to keep the local riffraff happy with beer, food, and low taxes (hmm. . .some things never change). Sally forth this fall.



Star Trek: Borg Assimilator

BY JAKE THE SNAKE

- Developed by Cyberlore Studios
- Published by Activision
- Target release date: Winter 2001

Windows 95/98

FIRST LOOK

YOU WILL BE assimilated. Well, no—actually, for the first time *you'll* be doing the assimilating, as you command the Borg in this world-building, er..., world-assimilating game. You'll absorb the distinct traits of Romulans, Klingons, and Federation humans to strengthen the collective, turning lush meadows and rolling hills into Borg nanogrid and assimilation chambers. In this 12-level campaign, you'll encounter progressively higher resistance quotients in your quest to acquire the technology to develop a stable Omega particle.

Buffy the Vampire Slayer

BY JAKE THE SNAKE

- Developed by The Collective
- Published by Fox Interactive
- Target release date: To be determined

Windows 95/98

FIRST LOOK

LAIBACH, AN ANCIENT demon, is seeking to create a bridge between Earth and Hell (would this be a toll bridge?). To succeed, he needs the help of the Master—a 600-year-old vampire who can open dimensional portals. Playing as Buffy Summers, high school student and vampire slayer, you'll have to stop their evil plot. In this third-person action/adventure game, you'll fight zombies, werewolves, demons, and other assorted monsters, using weapons and martial arts. And yes, you can expect to see characters from the TV series as well as some of Buffy's favorite haunts, such as her school and...the shopping mall.

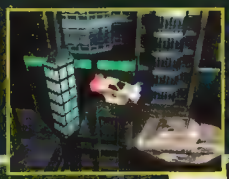
Beam Breakers

BY JAKE THE SNAKE

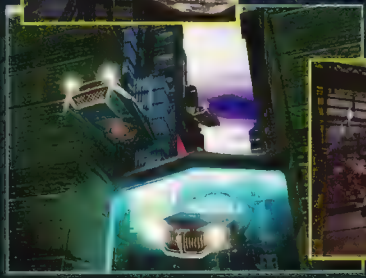
- Developed by Similis Software
- Produced by Fishtank Interactive
- Target release date: October

Windows 95/98

FIRST LOOK



BEAM BREAKERS WILL be your chance to drive flying cars in swarming, elevated traffic jams like the ones you saw in *The Fifth Element*. In a future New York City, you're part of a gang and must out-race other gangs to control the streets. Force fields keep the hordes of traffic in elevated lanes, and guide beams prevent uncontrollable crashes, but you'll still be in heaps of danger as you zip in and out of oncoming traffic while avoiding rival gangs and cops. Beam Breakers could be the fresh take on racing the genre needs to keep rolling...er, flying.



LINK MAKES A triumphant return to the Game Boy Color in The Legend of Zelda: Oracle of Seasons, giving handheld gamers everything they want—except much innovation.

FIND OUT MORE ONLINE

Two for the Road

With two new full-length adventures, Nintendo's little left-handed warrior elf should keep busy. In The Legend of Zelda: Oracle of Seasons, it's up to Link to save Din, the sorceress who controls the changing of the seasons, from her abductors. To successfully rescue her and return the world to normal, you must find the Rod of Seasons and its four essences. The adventure is classic Zelda fare—as in NES old-school—as you solve the puzzles and defeat the monsters. For some, it will be nostalgic fun, while others may find it a little dated.

PROTIP: Do the Subrosian Dance successfully near the Hot Springs and you get the Boomerang.

PROTIP: If you play this game with a Game Boy Advance, it will open up some new options, such as the ability to visit this shop in Horon Village.

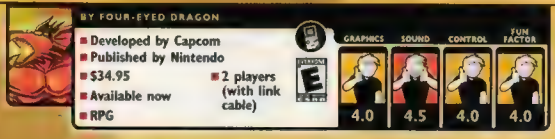
PROTIP: Trade the Cuccodex in town to get the egg. Then head to the Winter Woods, find Maple, and trade the egg with her.

I Link, Therefore I Am

The Game Boy Color, however, weathers Seasons well. The graphics are bright and colorful, and the tiny characters and simple animation are surprisingly expressive. The GBC never really emits pleasing sounds, but the familiar tones and songs of Zelda squeak through the tiny speaker nearly perfectly. The simple control scheme easily gives you access to all the tricks in Link's bag—occasionally, however, you'll tire of flipping through menus.

The story and challenge of this Zelda adventure fit right in with the rest of the stellar series, making Oracle of Seasons one of the most gripping handheld games you can play on the old Game Boy Color—especially since you can link it up with Oracle of Ages for even more adventures. Let's just hope Link's next outing is a little more Advanced.

AS THE OTHER half of the Zelda Game Boy Color duo, Oracle of Ages is an adventure that all fans of this legendary series can enjoy.



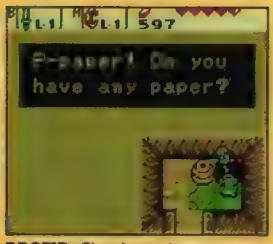
The Remembrance of Things Past

The peaceful land of Labrynna is in big trouble, and it's up to Link to save the day. In an attempt to gain control of the entire kingdom, the evil sorceress Veran has taken control of Nayru, the Oracle of Ages. Using a magical harp, Link must travel between the past and present to stop Veran's nefarious agenda.

Oracle of Ages features the standard Zelda RPG elements. Throughout your quest, you collect money, find heart containers to build up life, and talk to a surfeit of citizens who give you useful hints. You also have to manage an inventory of items that you collect along the way. But with only two buttons, controlling everything Link can hold and use is sometimes an arduous task, especially in heated situations.

FIND OUT MORE ONLINE

PROTIP: You don't need to jump onto the moving blocks when you fight this multifaced meanie. Instead, just chuck bombs at it from the edge of this ledge.



PROTIP: Give the stationery you received from the mailman to the mysterious bony hand.

PROTIP: Dig everywhere with the shovel—you'll unearth a bunch of money and hearts.

A Short Parenthesis in a Long Period

Oracle of Ages is reminiscent of the classic NES Zelda, both in graphics and sound. From a top-down view, you explore colorful and imaginative lands filled with fanciful creatures that dance in patterned attacks, while the upbeat music score is nicely varied and perfectly sets the tempo of the game.

Considering the lack of quality GBC RPGs, Oracle of Ages certainly fills the void. And with the ability to pair up with Oracle of Seasons, you'll double your pleasure in Link's newest quest to save his world!

PROTIP: Lift up the pumpkin head to reveal the true enemy.

DRAGON WARRIOR III

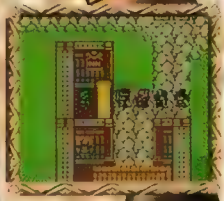
"Hone your swords... the King is back"

— Nintendo Power
May 2001

At the end comes the beginning.

The powerful sequel to Dragon Warrior®I&II is here. Avenge your father's death and stop the Demon Lord from unleashing a torrent of evil that will destroy creation. You must discover the legend of Dragon Warrior.

A world awaits...



GAME BOY COLOR
LINK CABLE
GAME BOY ADVANCE
TEEN T
MILD VIOLENCE
SUGGESTIVE THEMES

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ENIX

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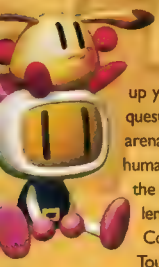
BOMBERMAN TOURNAMENT



BY MAJOR MIKE

- Developed by Hudson Soft
- Published by Activision
- $29.99
- Available June
- Action/adventure
- 4 players (with link cable)

ESRB: E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	4.5	4.5

WITH ITS SIMPLISTIC gameplay, the Bomberman series is in its element on the Game Boy Advance with Bomberman Tournament. Not only is the multiplayer game as addictive as always, but it also features an RPG-ish one-player adventure to boot.

For the uninitiated, Bomberman's premise is simple: Blow up your opponents before they do the same to you. Aiding your quest of mass destruction are several power-ups, and different combat arenas with conveyor belts and teleporters. However, playing against human opponents is much more fun than taking on the lame A.I. Yet the solo aspect isn't a total dud, as the Quest mode proves to be a lengthy adventure involving puzzle solving, item collecting, and more. Complete with colorful visuals and simple, dead-on controls, this Tournament puts Bomberman right at home.

PROTIP: To leave a nasty surprise for your opponents, drop bombs inside pipes, igloos, and other covered structures.

PROTIP: Skull icons can cause Bomberman all kinds of trouble, so destroy them at every opportunity.

KONAMI KRAZY RACERS

BY FOUR-EYED DRAGON

- Developed and published by Konami
- $39.99
- Available now
- Kart racing
- 2 players (with link cable)

ESRB: E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	2.5	4.0	3.0

IN A RACE to place first in the kart series, Konami has brought out its big-gun mascots to challenge the Mario veterans. But with mediocre gameplay, Konami Krazy Racers makes an unimpressive run.

You can play as one of eight Konami characters—including Ninja from the Metal Gear series and Castlevania's Dracula—and drive through 16 tracks filled with wacky power-ups and gold coins, which can buy you upgrades and open up hidden courses. Tracks are short, and the extra game modes don't do the game any justice. The only upside is the solid control. As in any scaled down racer, you have to worry only about accelerating, braking, firing a weapon, and timing jumps for better turning. Visually, Konami Krazy Racers shines with a multitude of dazzling colors. Levels, however, are poorly designed, while backgrounds can get bland. The audio is just as awful; silly sound effects, goofy voices, and out-of-tune music can thankfully be turned off. If you are in need of a serious kart racing fix, Konami Krazy Racers is it—mainly because it's the only kart racer out so far.

PROTIP: For a turbo start, accelerate right before the blue head lights up.

PROTIP: Don't forget to bump opponents off bridges and narrow paths.

GT ADVANCE

BY BROTHER BUZZ

- Developed by MTO
- Published by THQ
- $39.99
- Available now
- Racing
- 1 player

ESRB: E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.0	4.0	4.0

GT ADVANCE IS a slick racing game that puts the gas to adrenaline-charged competition. And, except for the sounds, this little cartridge is feature rich. You can run 40 cars from eight Japanese auto companies—including Honda, Toyota, Nissan, and more—on 32 tracks. Moreover, you can drive cars you never see outside of Japan, like the Suzuki WagonR and the Honda CAPA. The car graphics are sweet, and the animation zips along. However, finicky lighting will cause the GBA screen to blank out the gameplay visuals. At least the tight controls pull you through the dark; use them to tone down the growling engine noise, too. Despite the dents, GT Advance is a solid early contender in the handheld racing championship—just be sure to drive with the lights on.

PROTIP: At first, learn the tracks by studying the line your competitors take around curves and by recognizing landmarks that indicate curves, such as trees and safety strips.

PROTIP: Try to match your car's handling factors to the layout of the track. For example, short wheelbase cars do well on curvy courses.

ARMY MEN ADVANCE

BY EXTREME AHAB

- Developed by DC Studios
- Published by 3DO
- $39.99
- Available now
- Action
- 1 player

ESRB: E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
2.0	4.0	4.0	2.5

PLAYING AS EITHER Sarge or Vikki, your banal mission is to stop the insidious Tan army from using alien technology to take over the (yawn…) world. Army Men: Advance does the basics right—sound effects and control—but is also completely uninventive. You putz around 17 levels of bland interiors and sparse outdoor scenes with your pea-shooter–like weapons collecting keys, maps, and so on, while eliminating enemies. From a top-down view, all the characters look super-deformed, and the gameplay just doesn't go anywhere. You'd have much more fun playing with genuine plastic army men than wasting your time in this virtual ghetto while straining endlessly to obtain just the right light on the god-forsaken Game Boy Advance screen. This is for franchise fanatics only.

PROTIP: In Area 41, destroy the towers immediately or alien scum will get you.

Vikki and Sarge once again infiltrate our giant world.

PlayStation

A Journey of friendship
A Journey fraught with danger
A Journey to save the world...
A Journey West

KOEI
www.koeigames.com

SAIYUKI
Journey West

Saiyuki is a strategy RPG based on one of the most popular legends of China, the journey of the monk Sanzo from China to India and back.

- ***Man or Beast... The Ultimate Attack Force... "WereForm"***
  Romp across the battlefield as a huge monster with powerful attacks!
- ***An unexpected source of aid... "Guardians"***
  The heavens will support you and provide protection and power!
- ***Character Customizing***
  Add special abilities and improve character attributes!
- ***Magic***
  Magic turns the tide of battle! Effects range from beneficial healing, to comets that kill all in their wake!

RATING PENDING
RP
CONTENT RATED BY ESRB

Visit www.esrb.org or call 1-800-771-3772 for more info.

SAIYUKI Journey West is a trademark of KOEI Corporation and KOEI Co., Ltd.

BY UNCLE DUST

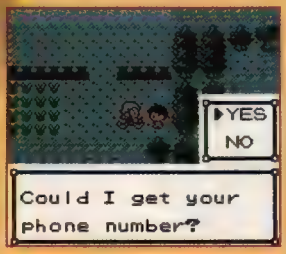
- Developed by Game Freaks/Creatures
- Published by Nintendo
- Target release date: July

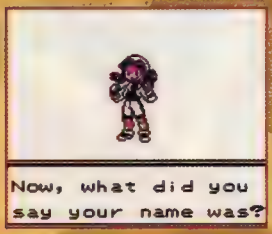
GAME BOY COLOR

FIRST LOOK

Pokémon Crystal

THE POKÉMACHINE ROLLS on as Nintendo readies Pokémon Crystal for consumption by the series' still ravenous fan base. This time around, there will be even more new innovations to the classic "gotta-catch-'em-all" gameplay. Players will be able to—for the first time—select a male or female character, and battles will now be fully animated. If you've worn out Red, Blue, Yellow, Silver, and Gold, then it's time to get Crystal clear!





BY UNCLE DUST

- Developed and published by Enix
- Target release date: July

GAME BOY COLOR

HANDS-ON

Dragon Warrior III

ENIX'S LEGENDARY RPG series continues on the Game Boy Color with Dragon Warrior III. Featuring character and monster designs by Akira Toriyama (the creator of *Dragon Ball Z*), and over 50 hours of gameplay, this adventure will be an epic in a small package. The preview version showed a deep battle system and a moving story—a son quests to avenge his fallen father. One of the best-selling games ever in Japan, Dragon Warrior III is one game RPG fans should not miss.

BY UNCLE DUST

- Developed and published by Majesco
- Target release date: July

GAME BOY ADVANCE

HANDS-ON

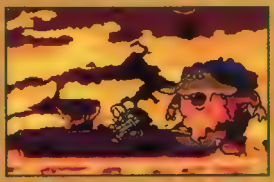
Fortress

MAJESCO'S FORTRESS WILL combine the puzzle strategy of Tetris with a head-to-head battle set in four time periods. Gameplay will be fast and frantic, as you work hard to fortify your base and then place your weapons (catapults, cannons, etc.) to cause maximum damage to your opponent. A preview version showed solid graphics, but the controls were a little shaky and the soundtrack was pretty rough on the ears. In two-player link mode, however, Fortress really scored a hit. So puzzle game fans, get ready for war!

HANDS-ON

Lady Sia

TDK MEDIACTIVE IS bringing a new character to the Game Boy Advance in the two-dimensional platformer Lady Sia. Playing as the title character, you'll try to save your homeland from the evil beastmen as you battle through five multilevel worlds. The unfinished version of the game already featured impressive graphics, with colorful scenery and imaginative character design. Gameplay was also fast and fun with nonstop action. Lady Sia should bring an interesting female perspective to the Game Boy Advance when she arrives this summer.—*Uncle Dust*



- Developed by RFX Interactive
- Published by TDK Mediactive
- Target release date: Summer 2001

HANDS-ON

Bionicle: Tales Of Tohunga

LEGO MEDIA'S adventure game Bionicle: Tales of Tohunga will challenge you to venture through the fantasy island of Mata Nui to recover the six Toa Stones. You'll play as Tohunga, a robotic villager of the island who is fully customizable with masks, mechanical limbs, and torsos. You'll even be able to link up and play with other gamers. Gameplay proved to be unique in the preview version, and the graphics were quite impressive. Tohunga or bust!—*Uncle Dust*

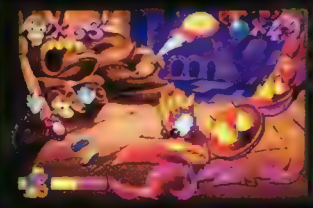
- Developed by Saffire
- Published by LEGO Media
- Target release date: September

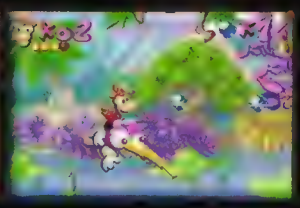
Graphics of this calibur have never before been seen on a handheld system, and the first time you see Rayman, you will be stunned.
Game Informer

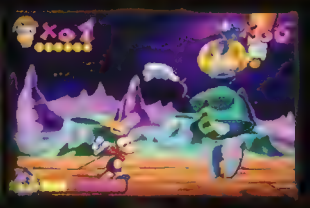
RAYMAN® ADVANCE

Rayman's whole universe in your hands–60 levels of 32-bit graphic goodness, now on Game Boy® Advance.

Available June 2001







DIGITAL ECLIPSE

GAME BOY ADVANCE

Ubi Soft

EVERYONE E

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Jak and Daxter: The Precursor Legacy

BY BROTHER BUZZ

- Developed by Naughty Dog
- Published by Sony
- Target release date: Fall 2001

FIRST LOOK

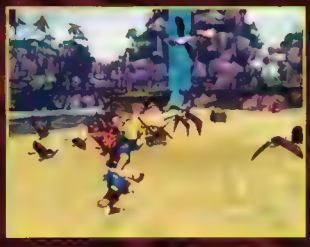
NAUGHTY BY NATURE

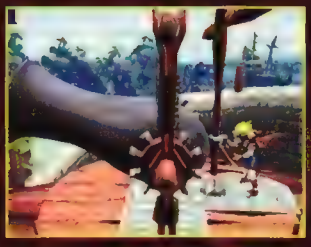
Backing Naughty Dog and its Crash Bandicoot series of games was one of the best moves Sony ever made for the PlayStation. Now, since Sony has acquired Naughty Dog, it looks like the Dog's magic just might continue for the PlayStation 2.

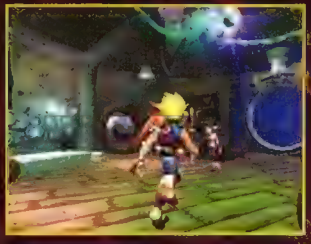
Jak and Daxter: The Precursor Legacy will be a massive action/adventure game that will make no bones about following in the footsteps of the Legend of Zelda series, albeit for the PlayStation 2. To out-Zelda the Legend, the game will attempt to strike a balance with exploration, puzzle-solving, and monster-slaying, as two hero-wannabes, Jak and Daxter, seek to save their mystical world from an evil wizard by solving the mystery of an ancient, long-gone race called the Precursors. Of course, their motives aren't entirely altruistic: A mysterious dark power has transformed Daxter into a furry little rodent, and only the secrets of the Precursors can change him back.

Naughty Dog has left its Crash Bandicoot days behind in favor of Jak and Daxter, an all-new platform adventure coming to the PlayStation 2.

As with Crash Bandicoot, Naughty Dog will focus all of its creative energies on Jak and Daxter with no current plans for another game, ostensibly for the life of the PlayStation 2 platform!

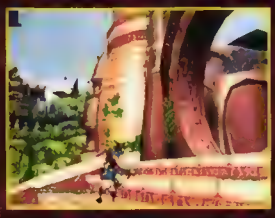






HIT THE ROAD, JAK

Jak and Daxter proposes to open up an amazingly large three-dimensional world—the story line will lead the duo to at least three villages. In the E^3 preview version, it was readily apparent that you will be able to view landmarks in the distance and then actually play all the way to them. As you would expect, each area of the huge world will have its own environments and atmosphere. Additionally, time will pass with day turning into night.



The 3D gameplay will follow Jak and Daxter into a mess of obstacles and gangs of weird, evil beings. Since Daxter is reduced to sidekick status, Jak will make all the moves. In the E^3 version, that included a spin kick and some wicked sword-swinging. The final version should have just a few more weapons, but Jak will also learn to wield magic as the game progresses.

Jak and Daxter: The Precursor Legacy was another formidable-looking work-in-progress for the PlayStation 2 showcased at E^3, a sort of Precursor to good things to come in the PlayStation 2's second generation of games.

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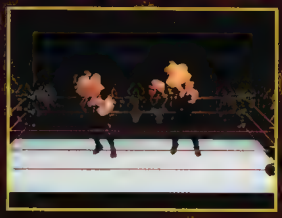
WWF Raw Is War

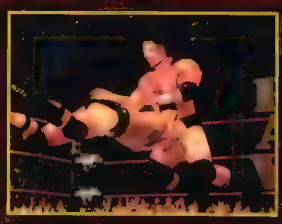
BY FOUR-EYED DRAGON

- Developed by Anchor
- Published by THQ
- Target release date: Fall 2001

FIRST LOOK

WHAT'S A BRAND-NEW video game system without a wrestling game? Absolutely nothing, according to millions of WWF fans. That's why Raw Is War is poised to set the standard for wrestling excellence on the Xbox. You'll choose from 30 WWF superstars, including the usual suspects like Stone Cold, The Rock, and Chyna. In true Federation fashion, opponents will be able to grab clothing, and the audience will scatter once the action spills into the stands. You'll even be able to confront your adversary as he struts his stuff on the way to the ring. Plus, you can expect fights to carry on backstage at each venue. Being developed by the same folks who made the refreshing fighter Ultimate Fighting Championship, Raw Is War could be the final champion in today's wrestling video game ring.





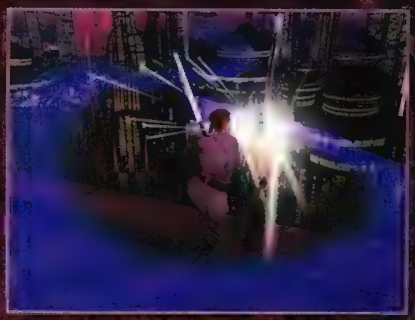
Star Wars Obi-Wan

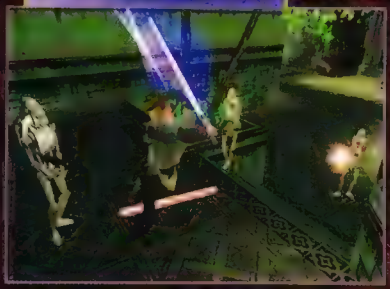
BY UNCLE DUST

- Developed and published by LucasArts
- Target release date: Winter 2001

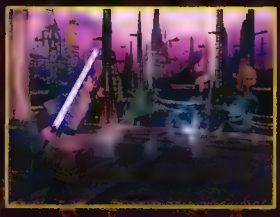
FIRST LOOK

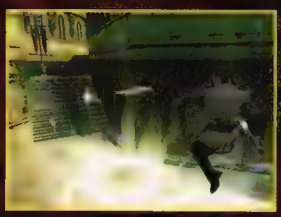
TAKING A CUE from the most memorable scenes of *Star Wars Episode I: The Phantom Menace*, LucasArts is recreating the intense lightsaber action of that film in Star Wars Obi-Wan for the Xbox. Players will wield the lightsaber and the considerable Force powers of the young Padawan title character as he continues to master his skills and be tested by the Jedi council. Besides hacking through legions of droid soldiers, young Jedi will also be able to test their lightsaber dueling skills in multiple one-on-one Jedi challenges throughout the game.





The preview version at E³ didn't have a ton of gameplay to show off, but what was there looked great. The lightsaber dueling arena was impressively lit, and the action was intense. And while tooling around Theed attacking droids, Obi-Wan showed off an extensive lineup of Force powers—throwing the lightsaber was quite cool. The gorgeous graphics and kinetic Jedi prowess of Star Wars Obi-Wan could lend some much needed Force to the Xbox.





BY JAKE THE SNAKE

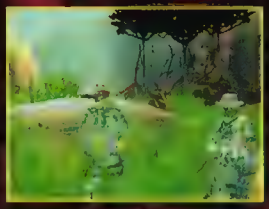
- Developed by Zipper Interactive
- Published by Sony
- Target release date: November

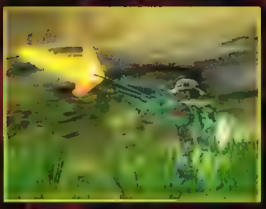
PlayStation 2

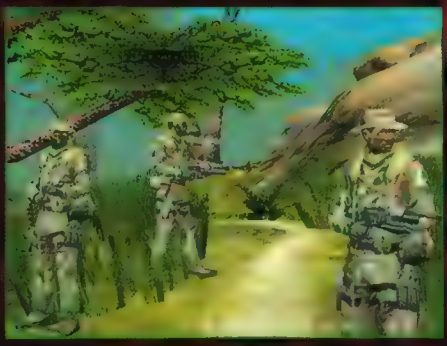
FIRST LOOK

SOCOM: U.S. Navy SEALs

THERE'S NO "I" in "team" and no "I" in "SEALs." In this third-person squad-based shooter, you'll need to smartly use your team of elite Navy commandos to accomplish missions in four diverse real-world environments. You'll also be able to fight it out online with up to 16 players using Sony's new USB modem—either playing as SEALs or terrorists in deathmatch, or fighting alongside other gamers in cooperative play. The game looked detailed and realistic at E³, but played a little slow—something a little time with a SEAL instructor should iron out. GP







BY AIR HENDRIX

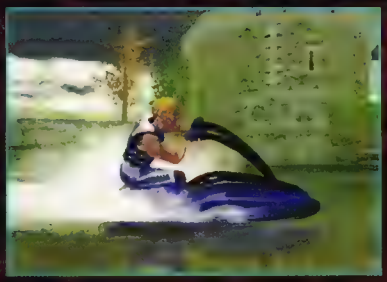
- Developed and published by Nintendo
- Target release date: November

GameCube

FIRST LOOK

Wave Race: Blue Storm

ONE OF THE Nintendo 64's best games is being reborn on the GameCube as Wave Race: Blue Storm. The original jet-ski racer will sport the eye-catching water effects you would expect as you zip across calm lakes, rough ocean surf, and even huge tidal waves. You'll be able to battle friends in four-player split-screen action or take on seven CPU opponents as you pump up the turbo and bust tricks on your way to the finish line. If Wave Race: Blue Storm comes even close to duplicating the awesome gameplay of the Nintendo 64 original, you can expect it to be one of the stars of the GameCube launch. GP



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James Bond 007 In Agent Under Fire

BY AIR HENDRIX

- Developed and published by EA Games
- Target release date: Fourth Quarter 2001

FIRST LOOK

APPARENTLY, THE WORLD wasn't enough because the game formerly known as The World Is Not Enough has been retooled into James Bond 007 in Agent Under Fire. Since a stale movie license wasn't the game's best feature, this move should be good news for Bond fans as EA's game will now tell an original story that pits 007 against Malprave, the head of a terrorist group that's using an army of clones to threaten world peace.

The first-person combat will be paired with some driving levels—in fact, the PlayStation 2 version of 007 Racing has been folded into Agent Under Fire to handle the racing/car combat levels. An early preview of one level sported rich environments and a clean, fluid frame rate as Bond blasted through throngs of enemies. The game's combat levels will also have alternate stealth pathways, so if you tire of playing Rambo, you can crawl through ventilation shafts and otherwise sneak about. On the multiplayer front, Agent Under Fire will feature four-player split-screen deathmatches. All told, EA's unveiling of this new direction for its Bond games looked promising. If development stays on track, James Bond 007 in Agent Under Fire could be one of this holiday season's top guns.

Dynasty Warriors 3

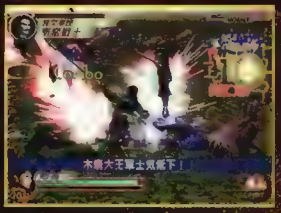
BY UNCLE DUST

- Developed and published by Koei
- Target release date: December

FIRST LOOK

DYNASTY WARRIORS 3, Koei's action-packed sequel to its PlayStation 2 adventure game, will double your martial arts pleasure by delivering the one thing that was missing from Dynasty Warriors 2—two-player simultaneous combat in cooperative or competitive action. Two gamers will be able to choose from the huge array of legendary Chinese warriors to take on the many enemies. In addition, Dynasty Warriors 3 will have twice as many levels as the previous game and will showcase awesome new battle features, including elephants that you can ride.

Graphical upgrades from DW2 will enable more characters to be on screen at once and each warrior to have even more animations of their deadly attacks. The surprising success of DW2 last fall was fueled by the addictive combination of hack-n-slash martial arts combat with strategic maneuvers. You should draw your sword and be ready to defend the new Dynasty this December.



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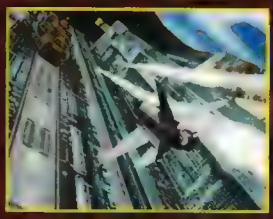
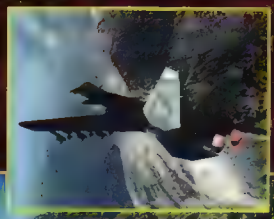
AirForce Delta Storm

BY JAKE THE SNAKE

- Developed and published by Konami
- Target release date: November

FIRST LOOK





FLIGHT SIMS HAVE never been as popular on consoles as they were on the PC, in part because consoles couldn't handle the graphic detail needed by the genre. But the Xbox is all about graphic detail, and, judging from these screenshots, AirForce Delta Storm could be as good-looking as any PC flight sim ever was. You'll fly a whopping 50 aircraft, from the latest real-life military models—such as the A-10 Warthog, F-16 Falcon, and F-18 Hornet—to experimental prototypes not yet in production. If this game is anything like AirForce Delta for the Dreamcast, wannabe jet jockeys will have some fast-paced, jump-in-n-shoot action this November.

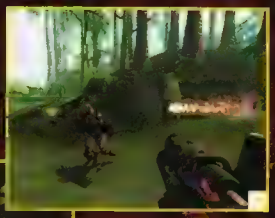
Unreal Championship

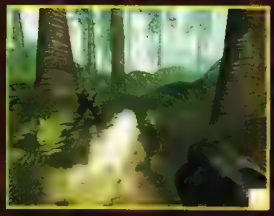
BY AIR HENDRIX

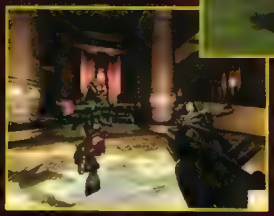
- Developed by Digital Eclipse
- Published by Infogrames
- Target release date: 2002

FIRST LOOK

UNREAL'S FRAGFESTS CAN be waged on almost every platform, but Unreal Championship is being built from the ground up for the Xbox, and it won't launch until the Xbox goes online sometime in 2002. Like Unreal Tournament, Unreal Championship will be a multiplayer deathmatch, but it's upping the ante with new touches like usable vehicles, linkable weapons, combos, and more. You'll move seamlessly between indoor and outdoor environments, and the E^3 demo sported dazzling graphics—especially the lighting and smoke effects. It will be a while before you can play Unreal Championship, but it already looks worth the wait.







Spy Hunter

BY FOUR-EYED DRAGON

- Developed and published by Midway Home Entertainment
- Target release date: Fall 2001

UPDATE

THE CLASSIC '80S action-racing game is coming back! Featuring an all-new three-dimensional scheme, Spy Hunter promises to bring back the glory days of straightforward futuristic vehicular combat, with 14 missions, an armory of slick weaponry, and a slew of auto features. Spy Hunter's new vehicle will be able to transform into a car, boat, jet ski, or motorcycle, and will be jam-packed with lasers and cluster mines. Rid the spies of the world this fall.

Mobile Suit Gundam: Journey to Jaburo

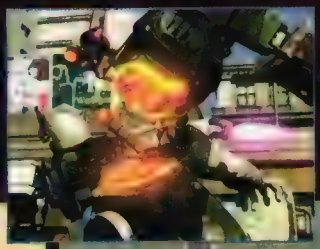
BY IRON MONKEY

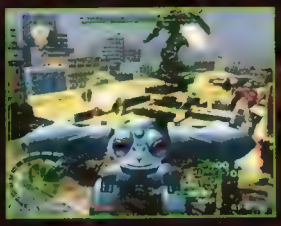
- Developed and published by Bandai
- Target release date: July

PlayStation 2

HANDS-ON

FANS OF THE legendary space saga Gundam will be itching to immerse themselves in Mobile Suit Gundam: Journey to Jaburo, a third-person action/adventure game that will enable you to pilot up to 20 Federation and Zeon mobile suits. You'll turn cities into war zones by pitting your fission-powered mech against newtype Zakus in one-on-one combat or team-coordinated seek-n-destroy missions. While the controls tended to be a little frustrating in the preview version, the accurately rendered mobile suit designs and environments were rife with depth and detail. The One Year War will rage on this summer.





Batman: Vengeance

BY MAJOR MIKE

- Developed and published by Ubi Soft
- Target release date: September

PlayStation 2

FIRST LOOK

HOLY ARCH-VILLAIN team-up, Batman: The Joker has joined forces with Harly Quinn, Poison Ivy, and Mr. Freeze! The Caped Crusader is gearing up for what appears to be a promising console release with Batman: Vengeance. In this one-player 3D outing, you'll guide the Dark Knight through five episodes that run the gamut of several gaming genres, including driving, hand-to-hand combat, and puzzle solving. You'll also don the guise of Batman's alter ego, Bruce Wayne, to collect valuable information that pertains to your quest.

Silent Scope 2: Dark Silhouette

BY FOUR-EYED DRAGON

- Developed and published by Konami
- Target release date: Fall 2001

PlayStation 2

FIRST LOOK

THE WIDELY POPULAR arcade sniper game and sequel to last year's hit title is once again targeting the PlayStation 2. As an antiterrorist operative, you'll have to stop murderous baddies in European locales, including London's River Thames and the Swiss mountain ranges. New to this shooter will be the thermal vision and x-ray scopes, plus two-player competitive and co-op modes. And as in the original Silent Scope, your score will be based on your accuracy, timing, and sniping skill. You should get ready to take aim for what may be a high-octane firefight.

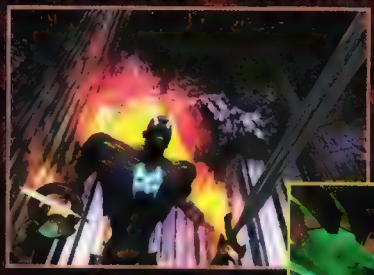
Shadow Man 2: 2econd Coming

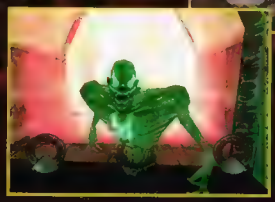
BY FOUR-EYED DRAGON

- Developed and published by Acclaim
- Target release date: August

FIRST LOOK

ACCLAIM'S DARK VOODOO hero who first appeared on the Nintendo 64 is coming back after a two-year leave of absence. In this 3D horror/adventure for the PlayStation 2, you'll take on the role of Mike LeRoi, the powerful and undead Shadow Man who must save humanity from sadistic demons. Beyond the normal magic spells and gunfights, you'll also be treated to ultra-realistic day-and-night transitions and real-time weather effects in seven enigmatic locales. The shadows will come alive in August.





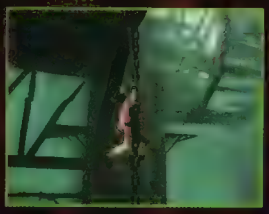
Ico

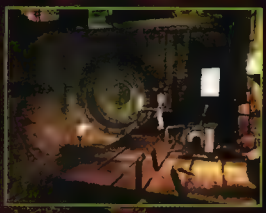
BY DR. ZOMBIE

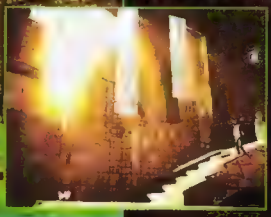
- Developed and published by Sony
- Target release date: August

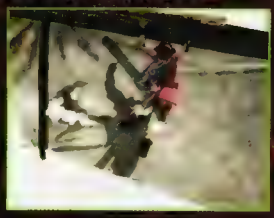
HANDS-ON

YOU'LL IMMERSE YOURSELF in the stunning 3D world of Ico as you lead your hero on a quest to save the princess and escort her to safety amidst the mazes and perils of a mysterious castle. The graphics were so gorgeous in the preview version that they were almost distracting when solving puzzles and fending off the wispy shadow warriors with weapons. You'll find the controls simple and responsive as you guide your hero throughout the game, but you may spend as much time watching Ico as playing it!









Shaun Palmer's Pro Snowboarder

BY FOUR-EYED DRAGON

- Developed by UEP Systems
- Published by Activision
- Target release date: Fall 2001

FIRST LOOK

YOU SHOULD GET ready to burn up the powdery slopes with legendary snowboarder Shaun Palmer and nine other top-ranked boarders. You'll shred through 10 top snowboarding locales to become number one in the pro circuit or try to acquire the gold in Boardercross. You can expect to wear the latest threads and ride the sponsored boards used by the pros. With UEP as the developer—which has an extensive history in developing snowboarding games—Shaun Palmer could be the best ride yet on the PlayStation 2.

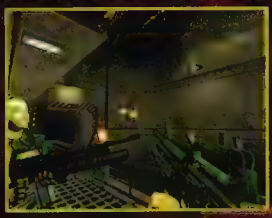
Half-Life

BY JAKE THE SNAKE

- Developed by Gearbox/Valve LLC
- Published by Sierra
- Target release date: Fall 2001

FIRST LOOK

THE CLASSIC PC game is coming to the PlayStation 2, and a playable demo at E³ showed character models and even environmental textures that looked better than those in the original. The frame rate still needed some improvement, but moving and aiming with the PS2 controller worked fine (though mouse and keyboard will be supported). A target lock-on feature kept players facing a particular enemy until it was dead, but could be toggled on and off. Besides split-screen skirmish mode (you'll play against bots in single-player mode), the PlayStation 2 incarnation will feature some new weapons, including the M4 carbine and Spas auto-shotgun.



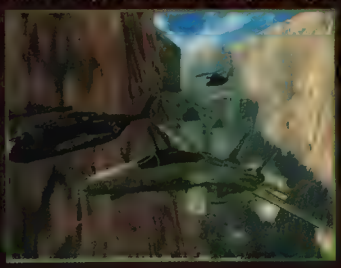
Top Gun—Combat Zones

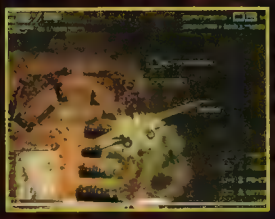
BY FOUR-EYED DRAGON

- Developed by Digital Integration
- Published by Titus
- Target release date: November

FIRST LOOK

BASED ON THE legendary movie of the same name, Top Gun will roar onto the PlayStation 2 with heart-pounding aerial combat. You'll fly as one of the movie's characters—like Maverick, Jester, and Iceman—in four combat zones, including South East Asia and the Gulf. You'll also need to master the Navy's top flyers: F-14 Tomcat, F-18 Hornet, and F-22 Raptor. It's time to take to the skies once more with everyone's favorite flyboy.



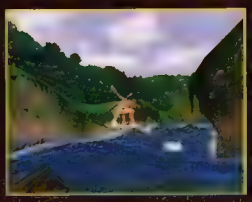


Disney's Tarzan

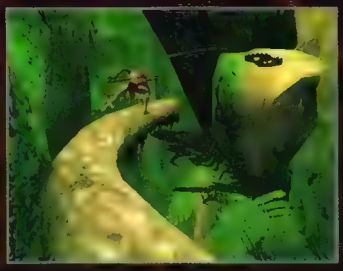
BY AIR HENDRIX

- Developed and published by Ubi Soft
- Target release date: November

FIRST LOOK



IF YOU SHUDDER in horror at the thought of another lousy movie-license game, the impressive graphics of Disney's Tarzan might just stop you in your tracks...plus, the game's story acts as a sequel to Disney's popular flick. The E³ demo's lush visuals drew crowds to the Ubi Soft booth, while the gameplay mixed platform hopping with extreme sports—such as bungee jumping and surfing—over 15 levels. Find out in November if this Tarzan can rule the jungle.



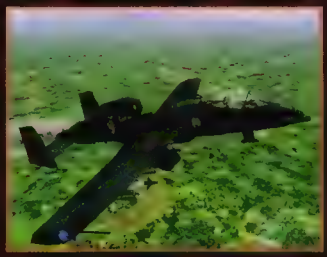
Pilot Academy

BY JAKE THE SNAKE

- Developed by Victor Interactive Software
- Published by Natsume
- Target release date: August

FIRST LOOK

IN THIS BROADLY focused flight simulation, you'll do everything from fly a fighter jet against enemy planes to land a monstrous Boeing 747 with one engine out. You'll choose the path of either a commercial or military pilot, then be taught by personal instructors to fly 24 propeller and jet aircraft—including the A-10 Warthog, C-130, F-14 Tomcat, Concorde, and F-15 Eagle. The maps will be huge—400 square miles—and the action promises to be somewhere between Ace Combat and Flight Simulator.



WWF SmackDown: Just Bring It

BY UNCLE DUST

- Developed by Yukes
- Published by THQ
- Target release date: Fall 2001

FIRST LOOK

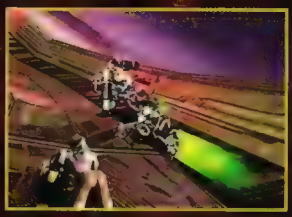
THE BIGGEST BAD-ASS in the ring is going to get even badder as THQ pumps up WWF SmackDown. Just Bring It for the PlayStation 2. This latest version of the top-selling franchise will include the most realistic graphics yet, with 30 WWF wrestlers in over 60 different match types. But the biggest addition will be the commentary by Michael Cole and Tazz, which will end the silent days of the SmackDown franchise. So players should prepare themselves to put up, shut up, and Just Bring It!

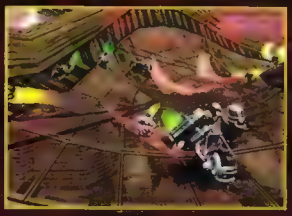
Kinetica

BY FOUR-EYED DRAGON

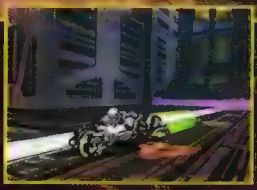
- Developed and published by Sony
- Target release date: November

FIRST LOOK





IN THIS FUTURISTIC race, humans have engineered Kinetic Skins, advanced exoskeletons that have been fused with humans and which enable racers to gain excessive speed and incredible agility. You'll go ballistic on high-G vertical climbs and perform insane stunts on 12 death-defying tracks set in six different environments. Additionally, the game's courses will have multiple line corners and alternative cross-over pathways. You'll be able to harness the action when Kinetica for the PlayStation 2 speeds your way this November.



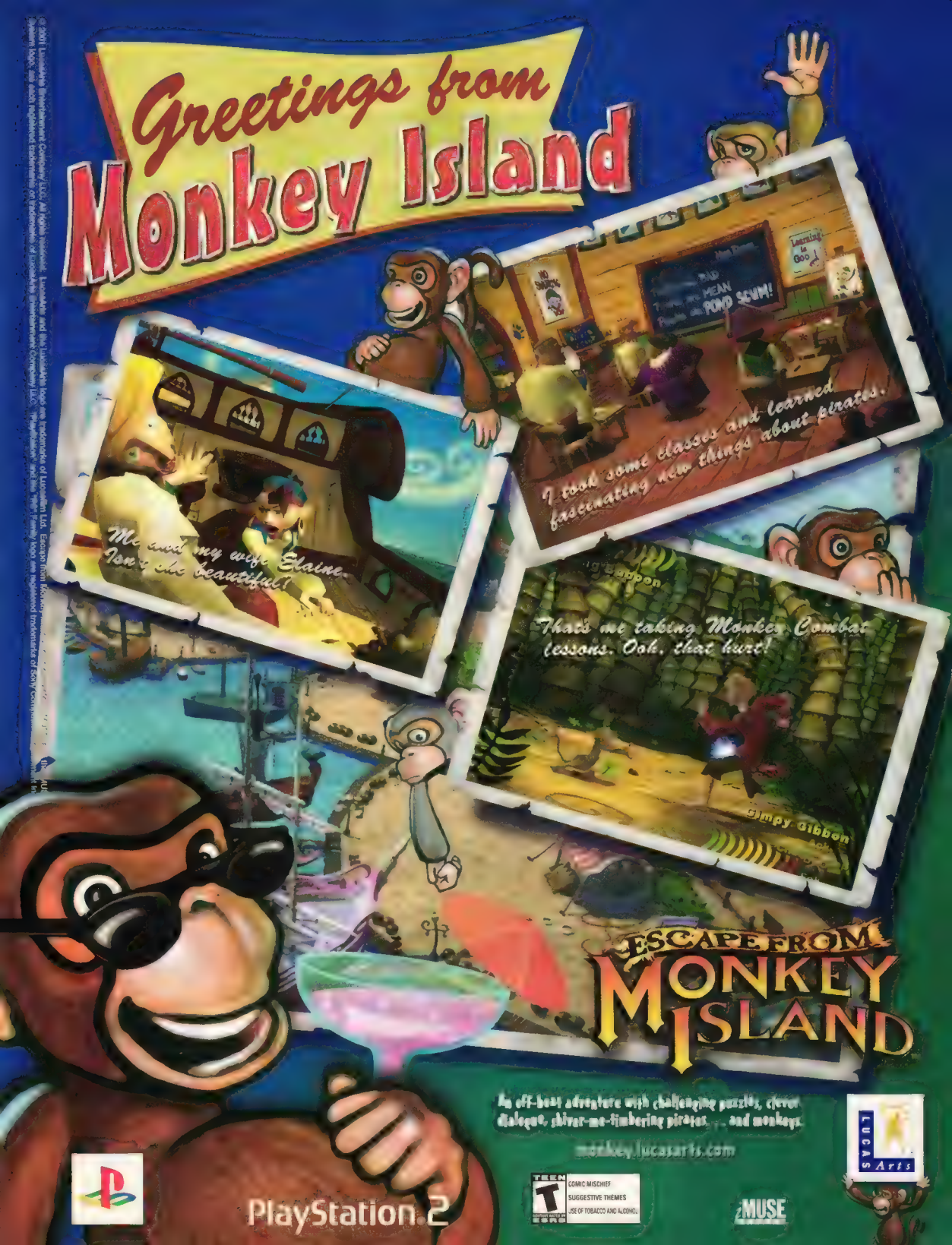
Splashdown

BY AIR HENDRIX

- Developed by Rainbow Studios
- Published by Infogrames
- Target release date: Third Quarter 2001

FIRST LOOK

THE DEVELOPERS OF ATV Offroad Fury are turning their racing talents toward the surf with Splashdown, the latest jet-ski racing game. Gamers will saddle up in Sea-Doo watercraft for competition on 18 courses in locales ranging from Hawaii to Venice to France. Along with a Career mode, the game will offer two-player split-screen action, and Rainbow is promising loads of wild tricks and wipeouts. Wave Race is still the only game to treat jet skis right, so hopefully Splashdown can set the standard on the PlayStation 2.


Greetings from
Monkey Island
I took some classes and learned fascinating new things about pirates.
POND SCUM!
Me and my wife Elaine. Isn't she beautiful?
That's me taking Monkey Combat lessons. Ouch, that hurt!
Gimpy Gibbon
ESCAPE FROM MONKEY ISLAND
An off-beat adventure with challenging puzzles, clever dialogue, shiver-me-timbering pirates . . . and monkeys.
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The ESRB Ratings Guide

The interactive electronic entertainment industry utilizes a voluntary rating system developed by an independent organization—the Entertainment Software Rating Board (ESRB)—so consumers know what to expect before buying a video or PC game. The following is a quick key to the most common ratings; for a complete description, check out the ESRB's Web site at **www.esrb.org** or call **800/771-3772** for more information.

Titles rated **Early Childhood (EC)** have content suitable for children ages three and older and do not contain any material that parents would find inappropriate.

Titles rated **Everyone (E)** have content suitable for persons ages six and older. These titles will appeal to people of many ages and tastes. They may contain minimal violence, comic mischief, or crude language.

Games rated **Teen (T)** are suitable for ages 13 and up. These games could have violent content, strong language, and/or suggestive themes.

Games rated **Mature (M)** are appropriate for older gamers, generally 17 and up. Mature-rated games may contain more intense depictions of violence, stronger language, and, on rare occasions, sexual themes.

Titles rated **Adults Only (AO)** have content suitable only for adults. These products may include graphic depictions of sex and/or violence. Adults Only products are not intended to be sold or rented to persons under the age of 18.

The **Rating Pending (RP)** icon may appear in early reviews of soon-to-be-released products. Look for the actual ESRB rating icon on the game's package, check the ESRB's Web site or call its toll-free phone number for updated rating information.

Conker's Bad Fur Day

By Nintendo

MATURE M

Conker more than deserves its Mature rating. You name a vice, Conker has it in spades—scatological humor, binge drinking, gratuitous chunky violence, overt sexuality—all committed by happy, fluffy forest animals. Like *South Park*, this game is meant for only very mature young adults.

Quake III Arena

By Sega

MATURE M

Scary monsters abound in this conversion of the PC hit. Rocket launchers and plasma rifles are used to shoot other players. The in-your-face, hunt-and-kill gameplay can be intense, and, though the action takes place in a sci-fi realm, the game will be unsettling to young gamers.

Quake III Revolution

By Electronic Arts

MATURE M

As in Quake III Arena, scary monsters abound in this PC conversion. You use rocket launchers, nailguns, and plasma rifles—among other weapons—to shoot other players. And again, the hunt-and-kill gameplay can be very intense, and, although the action takes place in a sci-fi realm, the game is dark and violent, and may be unsettling to younger gamers.

Twisted Metal: Black

By Sony

MATURE M

While the previous Twisted Metal car/combat games have been rated Teen for their slapstick/action-movie style chaos, the series' PS2 debut goes much further into dark territory. In addition to some gruesome, nightmare-worthy characters, cinemas, and imagery, TMB features pedestrians whom players can run over. Definitely preview this one first.

Unreal Tournament

By Infogrames

MATURE M

As with any game involving a lot of gunplay, Unreal Tournament features some visceral visuals—a noticeable amount of blood, some gory decapitated-head shots, and fallen competitors collapsing in a heap. Some mild expletives pepper the soundtrack, too, as your robotic enemies talk trash.

Alone in the Dark: The New Nightmare

By Infogrames

TEEN T

Alone in the Dark is a survival/horror game with mild violence mostly limited to fighting supernatural monsters, rather than humans. The violence isn't particularly graphic, with no gushing blood—but red pixels representing blood do appear. The Teen rating is more for the scary atmosphere and theme.

Bloody Roar 3

By Activision

TEEN T

Because its another entry in the fighting-game genre, Bloody Roar 3 comes with plenty of in-close, brutal combat with occasional blood appearing following a particular kind of throw or other attack. Some of the Bloody Roar 3's female characters may also raise an eyebrow or two as they're often clad in skimpy, somewhat revealing outfits.

Confidential Mission

By Sega

TEEN T

The violence isn't bloody, but in Confidential Mission, the objective is to neutralize people with a gun who are out to get you. The game is filled with animated lifelike violence and realistic weapons. It also awards you for doing special attacks, which may not be an appropriate feature for a younger audience.

Crazy Taxi 2
By Sega

Crazy Taxi 2 breaks every traffic law in the book, as players race through a fictional NYC. While no innocent bystanders are hurt, much property damage occurs. Yet all the action is presented in a cartoonish arcade format—not realistically.

Dark Cloud
By Sony

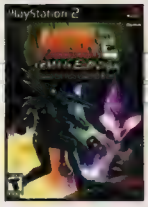
This new role-playing game from Sony is visually reminiscent of Nintendo's Legend of Zelda series, but Dark Cloud carries with it a darker tone and story line. Parents will find nothing offensive for younger players in Dark Cloud, just some cartoony violence and more mature character relationships.

Escape From Monkey Island
By LucasArts

The game's minimal violence is cartoonish slapstick of the *Looney Tunes* kind, so the Teen rating is due to the clever (and mostly harmless) dialogue that contains mild, sexually suggestive jokes and occult references. Plus, Escape From Monkey Island has in it an alcoholic beverage called "grog"— the pirate community's beverage of choice.

MDK 2 Armageddon
By Interplay

The game's Teen rating is due to its cartoonish carnage and violence. About the worst you'll encounter in MDK2 Armageddon is a six-legged dog with four Uzis taking out hordes of aliens who explode into green blood and chunks of exoskeleton. Also, every now and then, the game's bizarre humor tends toward bathroom humor.



Outtrigger
By Sega

Outtrigger is a cartoonish first-person shooter that involves plenty of killing, but of the sterile, bloodless variety. Your objective is to kill humans with a variety of weapons, but the killing is never graphic. Characters are surrounded by large geometric shapes, so it feels more like you're fighting triangles than people.

Rainbow Six: Rogue Spear
By Red Storm & Majesco

This game puts you in the combat boots of a topnotch S.W.A.T. team tasked with rescuing hostages, stopping terrorists, and more. Rainbow Six: Rogues Spear's violence isn't over the top, but it is realistic enough and, given the genre of the game, prevalent throughout its missions.

Note: Some box art does not display final ESRB ratings.

ESRB RATINGS FOR ALL GAMES REVIEWED IN THIS ISSUE

Twisted Metal: Black	M
Alone in the Dark: The New Nightmare	T
Bloody Roar 3	T
Confidential Mission	T
Crazy Taxi 2	T
Dark Cloud	T
Escape From Monkey Island	T
Outtrigger	T
Army Men: Advance	E
Bomberman Tournament	E
Dave Mirra Freestyle BMX: Maximum Remix	E
GT Advance: Championship Racing	E
Klonoa 2: Lunatea's Veil	E
Konami Krazy Racers	E
The Legend of Zelda: Oracle of Ages	E
The Legend of Zelda: Oracle of Seasons	E
Mat Hoffman's Pro BMX	E
NBA Street	E
Rumble Racing	E

GAMEPRO EXPLAINED

Our Rating System

GamePro evaluates every game in four categories: Graphics, Sound, Control, and Fun Factor. Ratings range from 5.0 (the ultimate) to 0.5 (the worst) in half-point increments. Games with a Fun Factor of 3.0 are average; those with a Fun Factor of 4.0 or higher are recommended.

Graphics: Judges the overall artistic quality of the animation, cinemas, and scenery.

Sound: Critiques the music and sound effects.

Control: Rates how the interface and control-pad commands affect the action and fun.

Fun Factor: Are you going to have a good time playing this game?

GamePro.com Connection

Whenever you see this symbol within an article, that means you can go to gamepro.com to find late-breaking information on the subject of that article—from additional game coverage, special strategies and codes, to...who knows?! Check out gamepro.com!

WHERE TO FIND THE ESRB RATING

***GamePro* understands that parents care about the content of the video games their children play. That's why every review printed in our magazine and posted on our Web site lists the ESRB rating. Below, we've circled this rating in a sample review box to help readers locate it throughout *GamePro*.**

Note: Previews do not carry an ESRB rating as games are often not rated until they're ready for review and purchase.

twisted metal: BLACK

PROTIP: Get used to making 180-degree turns with the × button. A quick turnaround is essential for the inevitable jousting matches.

WELCOME BACK TO the Twisted temple, o' ye faithful! After a long, discouraging drought in the genre, Twisted Metal: Black is the game that will make you believe in automotive mayhem once more.

Playing for Creeps

Tournament coordinator Calypso returns, the man with the disturbing power to grant people their evil heart's desire. Naturally, he chooses contestants for his demolition derby who are equally disturbing: a man whose eyes have been torn out, a girl trapped in a porcelain mask, a preacher hell-bent on salvation, and other unhinged recruits from Blackfield Asylum. Because vows of revenge are on the line, you can be sure they're all dead serious about winning.

Dark City

As you progress through the single-player campaign, you may choose your battlefield. Those levels—including a freeway, a junkyard, a drive-in, and a prison ship—start out large and some get larger. They're also wonderfully interactive. From the giant Ferris wheel that crushes suburban houses to the airplane that you can make crash in the junkyard, pretty much everything can be destroyed or at least damaged. Traffic patterns of commuters liven things up, while special areas like the dirt track on the freeway level show how much purely-for-atmosphere stuff a PS2 game can contain.

PROTIP: Homing missiles are preceded by a progressively louder whine. If you hear one, run for cover.

And yes, that atmosphere does get nasty, especially when players start mowing down pedestrians. Drivers will try to flee their burning wrecks even while they're on fire. On the Freeway level, you can drive into the hospital and run over staffers (wisely, the patients in wheelchairs from the previews have been removed). Almost everything you've heard about the game's dark vibe is true.

PROTIP: You'll do more damage if you nail enemies with the Ricochet after banking it off a wall.

Speed Demons

Here's the paradox: Graphically, Twisted Metal: Black simply looks bitchin'. Vibrant explosions and showers of white sparks fill the screen with every missile impact or car contact. Incog Inc. has worked wonders with the particle effects. Dust, smoke, fire, and weather conditions look stunning. The environments are incredibly detailed, from the pedestrians running for their lives to interactive elements like helicopters and machinery.

Best of all, there's never a hint of slowdown—this game is wind-in-your-hair, butane-in-your-veins *fast*. Cars turn on a dime, powerslide through intersections, and fly through the streets so freakin' quickly, you'll be rushing to keep up. The only time the sense of speed slacks off is in four-player mode, but it's not too bad.

PROTIP: Homing missiles are the best weapons—fire and forget.

PROTIP: Keep an eye out for health meters that have dipped into the red, then finish them first.

The cool rear-view split-screen mode can be toggled at will—and it's great for watching your back.

PROTIP: Focus on one target at a time. It's easy to go after anybody that drives in front of you, but you'll find it's harder to stay alive that way.

PROTIP: If your car starts to show damage, find a repair station or health power-up. You'll take more damage soon, so the quicker you heal, the better.

BY DAN ELEKTRO

- Developed by Incog Inc. Entertainment
- Published by Sony
- $49.99
- Available now
- Car combat
- 4 players

ESRB: M (Mature)

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	5.0	4.5	4.5

When Cars Collide

The in-game music is what you'd hear in a dark action movie: tense, creepy, with lots of staccato punctuation and some gothic chanting. The main theme isn't far off from Nine Inch Nails. Controls respond well, though it takes practice and concentration to simultaneously steer, shoot, execute fighting-game–style secret attacks, and flee for your life. Another nice perk: If you spring for Logitech's GT Force wheel (see this issue's ProNews for a review), TMB supports that, too.

Suspicious Minds

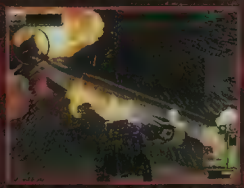
If the game has one drawback, it's that the A.I. is too smart. Computer cars occasionally damage each other, but more often they hunt you—and only you. What little good single health power-ups do is easily counteracted by a single enemy missile. Yes, the odds are supposed to be against you for a sweeter victory, but not this much. Even expert players will be pounding the virtual dashboard in frustration on anything but the Easy setting. Then again, awesome four-player split-screen matches may make you care less about A.I. woes.

Black Magic

It may not always play fair, but TMB's challenge is worth your time. If you've lost your taste for Twisted Metal, this is the game that will bring back your appetite. Twisted Metal: Black is car combat action at its best.

Unlock Yellowjacket

Unlocking the secret taxi, Yellowjacket, requires luck and timing. On the Junkyard stage, a commercial airliner circles. You can shoot it with Fire or Homing missiles as long as you're on a raised platform and not locked on another target.



When you see the tail catch fire, you've got it. Next time the plane passes the dirt cliff, it will crash spectacularly into the side of the building—and it's not over yet!

The plane crash creates a tunnel deep into the bowels of the building that leads to a crumbled column and a small control panel. Blow up the panel, and Yellowjacket will descend. You'll now be able to drive the taxi from the original Twisted Metal in both single and multiplayer modes.

PROTIP: When battling Minion, keep away. Use long-range attacks (Power missiles) and grab health power-ups as you circle the arena.

Grisly details include flaming drivers fleeing from exploded vehicles (one more reason for the game's M rating).

PROTIP: In four-player matches, using the radar is crucial. Keep your eye on the upper-left corner of the HUD to see who's where.

GRAPHICS 5.0

Wondering why you bought a PS2? Peep these explosions, car models, and incredibly interactive environments. The world is dark, but the action within looks incredibly bright. So does Twisted Metal's future as a franchise.

SOUND 5.0

It's the total package: A little NIN-inspired industrial music, a bit of horror movie orchestral stuff, and some good ol' standbys, like booming explosions and human screams of terror.

CONTROL 4.5

There's a lot to juggle in these complex controls, but they respond well and you can choose from logical configurations. If you want to get behind Logitech's USB wheel, TMB supports that, too. Cars are a tad squirrelly, though.

FUN FACTOR 4.5

The prodigal psycho returns with Twisted Metal's darkest—and arguably most impressive—chapter yet. Incredible speed, varied multiplayer modes, and challenging A.I. put Twisted Metal: Black on top of the heap.

KLONOA 2 Lunatea's Veil

BY FOUR-EYED DRAGON

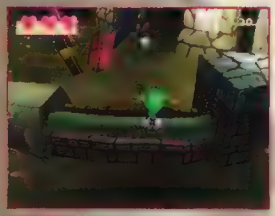
- Developed and published by Namco
- $49.99
- Available July
- Platform/adventure
- 1 player
- E (EVERYONE)

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	3.0	5.0	5.0

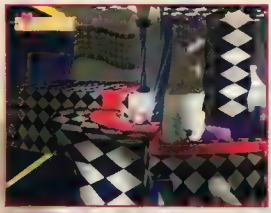
AFTER A THREE-YEAR hiatus, Namco has resurrected its floppy-eared hero for a fabulous quest filled with amazing sights and unbelievable gameplay variety.

I'm All Ears

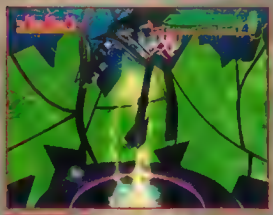
Klonoa 2's story is straightforward: You guide the long-eared hero through 24 stages as you solve the mysteries of a forgotten kingdom that threaten the Lunatea realm. At its core, Klonoa is a linear platform/adventure game where you hop onto many platforms, avoid deadly creatures, and solve mini-puzzles—all on one designated path. The depth of Klonoa, however, is still surprisingly varied. You can sometimes glide on a hoverboard, the humongous bosses each use unique attacks—and you can use enemies to clear obstacles and solve puzzles, which creates an even more challenging game.



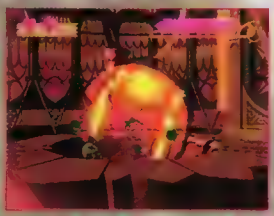
Look out for eggs that can be cracked open only by throwing things at it. Look for the shadow of invisible eggs, too.



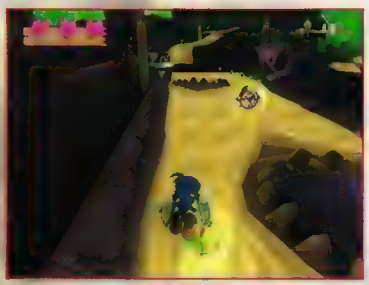
PROTIP: Those explosive creatures are there for a reason. Explode one right beside the crystal key so you can pass through the huge blocks.



: Time your jump to attack this huge mech in its soft spot—its belly.

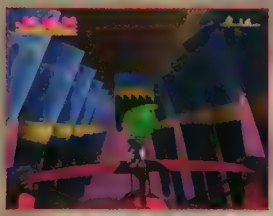


Pl[illegible] the last boss, punch the spinning orb to make it stop, then grab the back end and use it as a weapon.



PROTIP: Remember that you can slow down on your hoverboard by pulling back. That way, you can turn more easily and avoid obstacles.

Where Klonoa 2 really excels is in its visual brilliance. Taking note of its PlayStation predecessor, this adventure literally blinds you with spectacular colors in imaginative and picturesque worlds. Amazing backdrops surge up at every turn, while enemies show off eye-popping effects. To further enhance this graphical splendor, the automatic camera-angle rotates smoothly for breathtaking views.

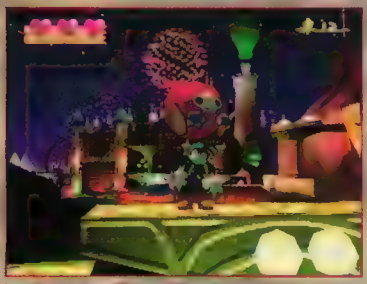


PROTIP: When on this aircraft, be sure to throw this creature in front of you to destroy the obstacle ahead.

It's an Earful

Typical of standard platformers, Klonoa 2 offers a simple control scheme. You have to manage only the direction you want to go and two buttons, one for jumping and one for attacking. It may sound easy, but you'll need to master precise jumps while you're attacking, especially in later levels.

Sadly, with all of its slick features, Klonoa 2 falters with its audio. Horrible voices sound like leftovers from a subpar anime flick, high pitched, annoying garble that, unfortunately, can't be turned off. The decent music, however, goes well with the game's ambiance and quirky theme.



You'll marvel at Klonoa 2's awesome graphics.

Klonoa Borealis

Klonoa 2 is a perfect example of how to make a superb game by skillfully combining old-gameplay style with the power of the PS2's graphics engine. No other platform/adventure has even come close to the excellent ride Klonoa 2 offers. Don't miss out!

GRAPHICS 5.0

Watching Klonoa 2 is as close as you'll ever get to riding a never-ending rainbow; amazing colors flow, vividly detailed backgrounds scream with radiance, and sharply animated characters move fluidly.

SOUND 3.0

Put the audio on mute when the characters speak, or you'll just be annoyed. The music, however, is fitting for Klonoa's fantastic, cartoony world.

CONTROL 5.0

Nothing to it—two buttons for attacking and jumping, plus the direction you want to go is all you need to know. It will take practice, though, to master the techniques necessary to conquer later levels.

FUN FACTOR 5.0

Klonoa 2 is a prime lesson in simple yet addictive gameplay with awe-inspiring visuals—a blend that no gamer should miss. Plus, this adventure is suited for all ages!

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BLOODY ROAR 3

BY MAJOR MIKE

- Developed by Hudson Soft
- Published by Activision
- $49.99
- Available June
- Fighting
- 2 players

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	4.5	4.0

When Bloody Roar first arrived on the PlayStation in 1998, it became a sleeper hit because of its user-friendly controls and its odd lineup of fighters who transform into animal, insect, or reptile alter-egos. Unfortunately, the latest installment in the series, Bloody Roar 3, offers few updates to that formula aside from improved graphics and some new fighters.

PROTIP: Bloody Roar 3 is loaded with hidden goodies: For example, to access the Sumo game, get a high score in Survival mode.

PROTIP: When playing as Shina, give your opponent a nasty surprise when your Beast meter is full: Motion ↓ ↘ →, and then press Beast.

What's That Leopard Wearing?

Roar 3's 12-brawler lineup runs the gamut of genre stereotypes, from voluptuous ladies to lumbering hulks. The responsive and intuitive controls make the game exciting to play, and, while the characters hardly lack diversity, their lack of balance makes for matches either quick and one-sided, or overly long and evenly matched. Effective graphics provide sharp details for the fighters, and the battles never suffer from slowdown even when the screen is packed with special effects, blood, and other flashy visuals. A solid soundtrack fares as well—especially intelligible snippets of dialogue.

Bloody Roar 3 has 12 playable characters, but you can unlock additional ones, too.

PROTIP: If you're caught in a corner trap and have enough energy, transform into a beast to knock away your attacker.

Roar 3's diverse 3D fighting engine will keep fans of the genre enthralled. The game's pairing of Tekken-ish button-tap combos and splashy Street Fighter–esque super moves strikes an addictive equilibrium. Although these facets make Roar 3 fun to play, it's disappointing that more innovations weren't added to the third installment.

"This One's for You!"

The PS2 has been barren of "A" fighting games since launch, and while Bloody Roar 3 is a refreshing change of pace, it doesn't offer anything that wasn't featured in its first two incarnations. Newcomers will be pleased, but for rabid fans, this is a mute Roar. G

ESCAPE FROM MONKEY ISLAND

BY STAR DINGO

- Developed and published by LucasArts
- $49.99
- Available now
- Adventure
- 1 player

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	5.0	4.0	5.0

Last year's Escape From Monkey Island for the PC was a perfect example of one of LucasArts' specialties: old-school, story-driven graphical adventures done right. And this PlayStation 2 version is a scene-for-scene, joke-for-joke port of that modern classic.

PROTIP: Save Marley Mansion! Make a slingshot out of the popped inner-tube, distract the catapult operator with bar snacks, then fiddle with the controls while he's not looking.

Planet of the Old-School Apes

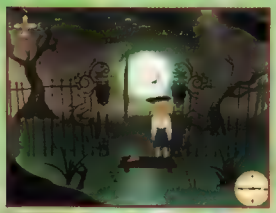
In this fourth Monkey Island adventure, you again take the role of Guybrush Threepwood, mighty pirate. Upon returning home to Melee Island™ after your honeymoon, you're immediately swept up in an island-hopping, puzzle-laden quest to save your home, find the enigmatic Ultimate Insult, and put an end to the crass commercialization of the pirate lifestyle.

PROTIP: Nothing says "mighty pirate" like a pink ship called the Dainty Lady. After you assemble three crew members, ask your wife for the item you need to procure this vessel.

The Marginalized Marketing of Melee Island™

Everything that made EFMI so great on the PC arrives on the PS2 intact. The game's many puzzles are perfectly balanced—head-scratchers but completely logical in their own Monkey Island sort of way; and the game invites creative experimentation because you can't die or make a mistake. The cartoony graphics won't win any technical awards yet they're totally appropriate for the game's goofy atmosphere. The music is great, too, while the hilarious voice-acting is so awesome that other PS2 games should actually be embarrassed. The console-oriented interface seems a little chaotic at first, but you won't take long to adjust—plus, it's actually easier to walk around in this PS2 version.

Anyone looking for a topnotch, old-school pirate/monkey-themed comedy (you know who you are), get on board. Graphical adventures like this are a dying breed, matey, and this here's one of the sturdiest vessels ever to sail that ancient sea. G



PROTIP: Remember the exact order of what you give, say, and do when you meet yourself in the marsh. You have to repeat it all later to prevent a time paradox.

◀ **PROTIP:** A blend of flowers, wood chips, swamp water, rotting fish, and H2O will trick the blind shopkeeper into thinking you're someone else.

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not too sweet
Sprite
obey your thirst

BY JAKE THE SNAKE

- Developed by Darkworks
- Published by Infogrames
- $39.99
- Available now
- Survival/horror
- 1 player

ESRB: TEEN

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	4.5	4.5

ALONE IN THE DARK: THE NEW NIGHTMARE

WITH AN UPDATED hero and some of the eeriest scenery in any game, the original (pre-Resident Evil) survival/horror series returns to once again scare the tar out of you.

VICTORIAN ERA GOES VERSACE

Paranormal investigator Edward Carnby is back, but the hero and his series have been warped to the present. A newly hip Carnby sports long hair and modern clothes rather than bifocals and tweed. No matter—the New Nightmare repeats what was great about the original game: exploring a house so creepy that Dracula himself wouldn't dare step inside.

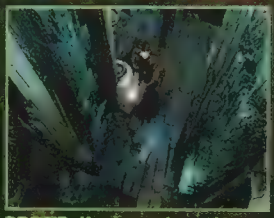
A murder leads Carnby to Shadow Island, a dark place made even darker by the supernatural dabblings of the local gentry (the island's resident evil). Exploring a vast Victorian estate, you discover loads of evidence pointing to foul deeds, plus hellish monsters you must dispatch with such weapons as a triple-barrel shotgun, grenade launcher, and plasma cannon.

PROTIP: Keep your weapons fully loaded at all times. When you run out of ammo, it's quicker in game time to use the inventory screen (tap) to reload.

PROTIP: Use the wolf mask with the owl statue to find a key.

PROTIP: Move this statue in front of the mirror to find its secret code.

PROTIP: Fill the flask with water and use it with the model ship case to obtain a key.



PROTIP: Use the crowbar at this spot in the attic to open a trapdoor.

RESIDENT EVIL

You play as either Carnby or Aline Cedrac, a scholar of ethnology and one tough babe. Each follows different but overlapping paths through the two-disc game. Much of your time is spent collecting keys or other puzzle-solving clues, which are nicely woven into the story. The controls are standard survival/horror fare, and enable easy movement and combat.

The pace is slower than that of Resident Evil, however, and the monsters are not as prevalent—but that makes it all the scarier when a demon finally pops up. Ominous music and constant thunder keeps you edgy, but nothing is as creepy as the surroundings. The prerendered scenery would be stunningly beautiful if it wasn't so darn creepy—it's some of the best scenery on the PlayStation. If you're a Resident Evil fan with no monsters left to kill, don't be lonesome—get Alone in the Dark: The New Nightmare. G

DAVE MIRRA FREESTYLE BMX: MAXIMUM REMIX

BY JAKE THE SNAKE

- Developed by Z-Axis
- Published by Acclaim Max Sports
- $49.99
- Available now
- Biking
- 2 players

ESRB: EVERYONE

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.5	4.0	4.0

ESSENTIALLY A FULLY priced add-on pack, Maximum Remix (a.k.a. Dave Mirra Mark II) gives fans of the first Dave Mirra more to be stoked about—eight new areas, more riders, more tricks, a new soundtrack—plus the entire original game.

The new courses—which include a high school, a carnival, and the Jiffy Market—are cool, but they're marred by jarring texture pop-up and occasional slowdown. The riders and bikes move pretty well, but are blocky and look like rag dolls when they spill. The game's sounds are dominated by the music, which is mostly hard-core punk—perfect for some, but annoying to others.

Tricks are chosen with logical button combinations and are easy to pull off, though the controls seem to waver between too stiff and too sensitive. Even though a better BMX game—Mat Hoffman's Pro BMX—has been released since the first Dave Mirra, the core gameplay of Mirra hasn't been much improved, just expanded. So only huge fans of the original and diehard BMX gamers will want this title. G

PROTIP: On the high school level, you need to Fastplant the sign high above the ramp—not the lower sign.

PROTIP: To hit the elevated poster on the Carnival level with a wall ride, approach from inside, jump just before the last decline, and simultaneously press Up and . You should just barely catch the poster's corner.

...Are you receiving this?...

I do not read you. [send...]

...[have] encoded

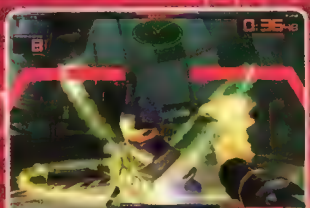
Contact...at HQ and

encrypted the frequency
in this message,
you must decode

download your interface access key .com

OUTTRIGGER™

International Counter Terrorism Special Force



BATTLE ONLINE - IN TEAMS OR ON YOUR OWN!

FRANTIC SPLIT-SCREEN COMBAT IN A WIDE VARIETY OF LOCALES

CUSTOMIZE YOUR CHARACTER WITH INSANE FIREPOWER AND TACKLE OVER 40 MISSIONS

TEEN T Animated Violence ESRB

Dreamcast

ONLINE MULTI-PLAYER

BY MAJOR MIKE

- Developed by Hitmaker
- Published by Sega
- $39.99
- Driving
- Available now
- 1 player

CRAZY TAXI 2

CRAZY TAXI RETURNS to the Dreamcast for another drive of passenger-based racing, this time in a brand-new city. While Crazy Taxi 2 retains most of the fun elements from the first ride, its new features, along with uninteresting landscapes in which to work, make the sequel stall.

PROTIP: When you approach a fare's destination that's up against a wall, skid and face toward the open road when you stop to earn a few last-minute dollars.

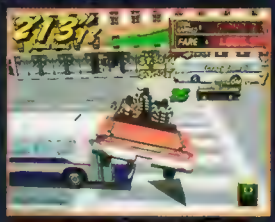
What could be worse than driving around a quartet of chatty backseat drivers? Getting accustomed to Crazy Taxi 2's control scheme.

TAXI DRIVER

Playing as one of four cabbies, you pick up passengers and deliver them to various destinations throughout a fictional New York City. Racing against the clock, you earn big rewards for speedy passenger deliveries, and net extra bucks for performing various outlandish stunts. One of the best things about the original Taxi ride was its simplicity, as you could bust out a wide variety of tricks and maneuvers by shifting between the drive and reverse gears. However, CT2 adds an awkward "hop" maneuver that's frustrating to master and permanently anchored on the Y button—but you have to use it to rack up high earnings and successfully pass the Crazy Pyramid mini-games.

Other strengths of the first game have also been diminished—especially the awesome cities in which to do business. Here, the mean streets don't offer as much challenge and become tiresome after a few drive-throughs. Even the new "carpool" feature, which has you collecting several passengers to deliver at different locations, needs tuning, as it wreaks havoc with the guiding arrow at the top of the screen by making it try to point in several directions at once.

Crazy Taxi 2 lives up to its name with some seriously goofy hidden vehicles.



PROTIP: When you pick up a fare, execute a jump in order to rack up easy extra bucks.

PROTIP: Fares are waiting everywhere in Crazy Taxi 2—even under water.

"I'LL DO BETTER NEXT TIME"

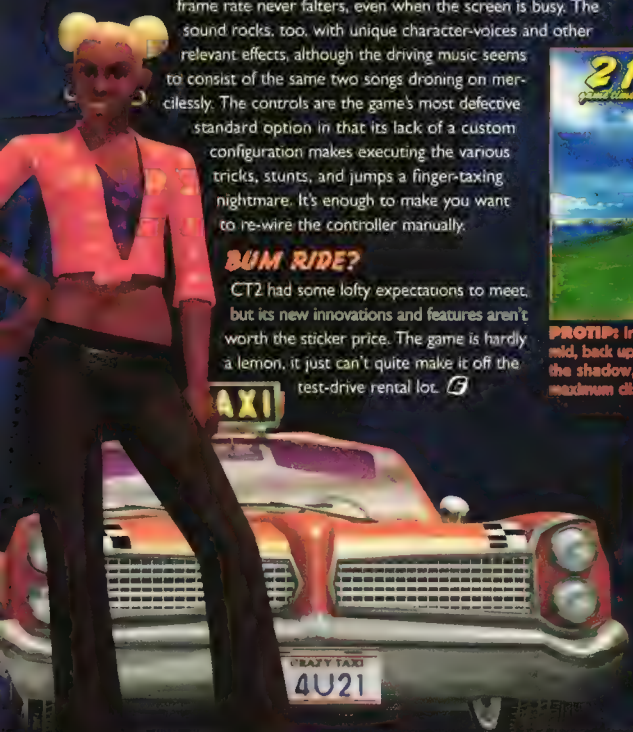
Although the new play mechanics leave something to be desired, the video/audio package is in working order. Cities are loaded with color and the speedy frame rate never falters, even when the screen is busy. The sound rocks, too, with unique character-voices and other relevant effects, although the driving music seems to consist of the same two songs droning on mercilessly. The controls are the game's most defective standard option in that its lack of a custom configuration makes executing the various tricks, stunts, and jumps a finger-taxing nightmare. It's enough to make you want to re-wire the controller manually.

PROTIP: In 5-2 Crazy Golf Rule in the Crazy Pyramid, back up on the green and stop when you reach the shadow, then hit the gas to clock the ball for maximum distance.

BUM RIDE?

CT2 had some lofty expectations to meet, but its new innovations and features aren't worth the sticker price. The game is hardly a lemon, it just can't quite make it off the test-drive rental lot.

PROTIP: Each row of successfully completed tasks in the Crazy Pyramid yields a bonus item, including city maps and extra vehicles.



GRAPHICS	4.5

The visuals speed by at an unfaltering pace, and the two cities are replete with color and atmosphere. The only drawback is occasional blocky polygons.

SOUND	4.0

The sound effects are the highlight of the game's audio package, including screeching tires, voices, and crashes. The music works well initially but quickly becomes repetitive.

CONTROL	3.5

CT2's responsive controls are severely hampered by an awkward button configuration that makes this trip a thumb-blistering experience.

FUN FACTOR	3.5

As a sequel, Crazy Taxi 2 falls short of the original. The new additions to the game engine sound cool in theory but in practice stall the fun. In this case, more is less.

CONFIDENTIAL MISSION

BY FOUR-EYED DRAGON

- Developed by Hitmaker
- Published by Sega
- $19.99
- Available now
- Arcade shooting
- 2 players

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	3.0	5.0	4.0

WHILE THIS SHOOTER hasn't been a monster hit in the arcades, Confidential Mission is right on target for the Dreamcast.

PROTIP: Unload on the General's tank even if he's hiding inside. The more you hit it, the more points you accumulate.

From Sega With Love

At least where spies are concerned, the world is in utter peril from violent dictators who long to conquer it. That's where you come in, as an agent of Confidential Mission Force—a group dedicated to stopping these destructive forces. In three fast-paced levels, you dispose of gun-toting baddies whose only objective is to take you out first. Exclusive to the Dreamcast are a slew of mini-games, plus cool training levels where you can practice your reflexes and marksmanship.

CM also has some fine in-game features not found in other shooters: You can hit a target multiple times for combo points or administer a "Justice" shot where you shoot at your opponent's arm and then at his weapon for big bonuses. Meanwhile, a branching level design lets you take alternative paths. Taking aim at crazed villains is a cinch: The game supports every gun peripheral—even the keyboard/mouse combination—with on-the-mark accuracy.

PROTIP: Don't hesitate to take out chumps who don't yet have a target on them–you'll just end their misery more quickly.

PROTIP: In the Who's the Enemy training level, there are two almost identical men dressed in tuxedos; the one holding a bouquet of red flowers is a friendly, not an enemy.

License To Thrill

CM looks identical to its arcade counterpart, including a fast frame rate unhindered by slowdown, along with huge character sprites that arrive on-screen at every turn. The music sets the tone for an espionage thriller, although the voice-overs are as cheesy as the story is thin. Still, with only House of the Dead 2 and Virtua Cop 2 as the other Dreamcast shooters, Confidential Mission nicely fills the void.

PROTIP: In the Timing training level simulation, you usually have a clear shot before the enemy sets up.

OUTTRIGGER

BY JAKE THE SNAKE

- Developed by AM2
- Published by Sega
- $39.95
- Available June
- First/third-person shooter
- 4 players

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.0	3.0

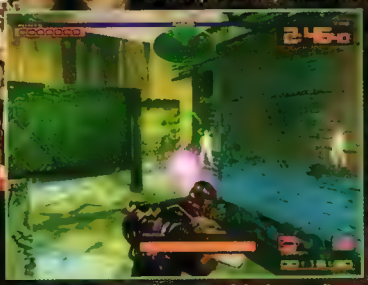
DESPITE ITS NAME, Outrigger isn't a sailing game (an outrigger—one 't'—is a sailboat part), but it isn't much of a shooting game, either.

Quake Lite

Outrigger isn't terrible, it's just terribly mediocre and bland. From a third- or first-person perspective, you pick up health, ammo, and weapons, while blasting A.I. bad guys or other gamers online. The single-player game is utterly boring and easy, with short, silly missions, such as killing 10 terrorists, collecting all the coins, or finding and destroying all the bombs in a certain amount of time.

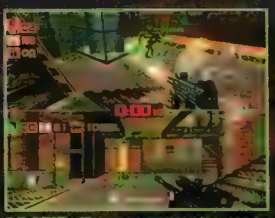
Unreal Tournament, Too

The levels look good, but there are only a handful and they're all very small. The weapons are unimpressive, too—except for a wicked flame-thrower that spouts lifelike fire. The characters look okay, but huge geometric markers surround them so you feel like you're fighting triangles.

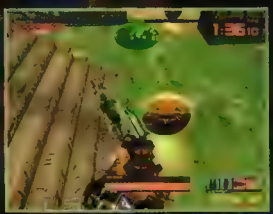


PROTIP: On the 12th mission of the Intermediate level, use the Thermographer to see enemies through walls, then ricochet a shot at them without exposing yourself.

The controls allow many configurations—though they're not totally configurable—yet the mouse/keyboard combo is still far superior to the controller. The only reason to play Outrigger is for its multiplayer and online deathmatches...but when Quake III Arena and Unreal Tournament are already out there, why bother?



PROTIP: Fire your automatic weapon in short bursts so you don't get caught reloading.



PROTIP: In the fourth mission of the Advanced level, approach the medals slowly and don't collect too many too quickly, or they'll explode.

PROTIP: On the second mission of the Intermediate level, run backward along the edge of the arena so you have a clear shot at the missiles without the hostage in the way.

NBA Street Owns the Asphalt

PLATFORM
PlayStation 2

SPORT
Street basketball

LIKE SSX BEFORE it, EA Sports Big's latest game reinvents a stale genre with the kind of sensational gameplay that made SSX one of the superstars of the PlayStation 2 launch. Prepare to spend your summer in front of the TV kickin' asphalt as NBA Street's electrifying b-ball will glue sports fiends and casual gamers alike to their controllers.

Mamma Jamma

If you think you've played this game to death back when it was called NBA Jam, think again. Midway's games are packed with fanciful moves that even an Olympic gymnast couldn't pull off without more wires than the set of *Crouching Tiger, Hidden Dragon*. NBA Street, though, sticks to more authentic, real-life dunks, fakes, and alley-oops—though admittedly even Michael Jordan in top form would have trouble busting this many sick moves in one game.

Much more important than Street's cred, however, is how smartly and smoothly it plays. In the Jam series, the A.I. alternated between blatant cheating and playing worse than a grade-school newbie, but Street's CPU players play a smart, tough game. If there's a rebound, they're up to nab it; if you make a mistake, they're quick to exploit it. The result is thrilling, addictive gameplay loaded with tough battles and jaw-dropping moves that will lure even the most jaded b-ballers back to the virtual court.

PROTIP: Hold any turbo button to dive for a loose ball or to throw elbows after a rebound.

PROTIP: Combos rack up the most points. String together any of these moves: steals, blocks, fake-outs, dishes, dunks, and alley-oops.

PROTIP: The Dinner's Served dunk (simultaneously tap L1 L2 R1 R2 ○) delivers the most trick points but is easy to block, so use it on breakaways.

Dinner's Served

Street's game is three-on-three by street rules, so buckets count for one point, outside shots count for two, and the first player to reach 21 wins. You can choose your squad from the top five or so players on each NBA team or even pull Michael Jordan out of retirement to lend a hand for those tough games. The action goes down on a cool selection of streetball courts in locations ranging from NYC to Vancouver to Philly.

PROTIP: If your opponent gives you some room, use the space to bust off tricks and score points.

Street delivers two innovative modes that break free from the standard sports mold of season or exhibition play. The one-player City Circuit mode is the heart of the game, involving a battle through a fighting-game–style ladder tournament where you face every NBA team and seven "boss" teams made up of gritty streetball players. Winning lets you poach one player from each defeated team, so as you progress through the tournament, you can develop a pretty loaded roster—which helps since the difficulty climbs a notch with each match.

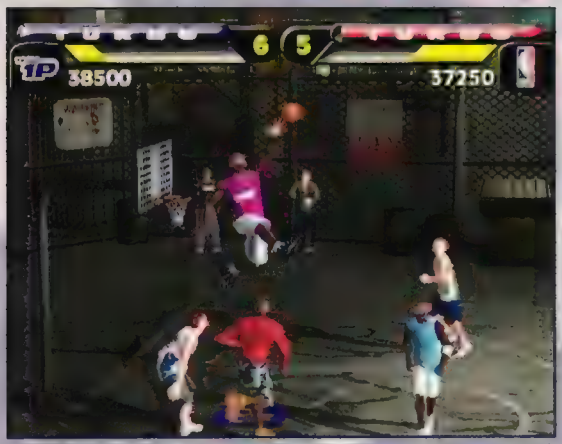
The one- or two-player Hold the Court mode challenges you to set the longest winning streak against the computer, a friend, or a group of friends. Victories here earn you new shoes, player-development points, and other upgrades for your created player. The game also has a Street School mode that offers lessons for newbies.

PROTIP: Stealing is a large part of good D. If your opponent is still for even a second, pound on □.

PROTIP: If the ball is bouncing on the rim, pluck it off before it can tumble in.

PROTIP: Two-point shots can make or break a game—use a good outside shooter, or you'll waste a possession.

PROTIP: If you can't bust through the D, tap △ to call for a pick. A teammate will put the smack on one of your opponents to open up a hole.



PROTIP: Blocking shots (a.k.a. goaltending in the NBA) is hugely important, and the key is to jump early. As soon as you anticipate a shot—or even the possibility of one—tap ○. You can block everything, including dunks, alley-oop passes, and long-distance shots.

Groundshaker

PROTIP: Use pump fakes (lightly tap ○ instead of holding it) to fool the D into a preemptive shot-block attempt.

Once you hit the court, responsive, easy-to-use controls make diving into the action pretty effortless. All four shoulder buttons bust out your turbo, which either bumps up your speed or, in combination with the trick button, unleashes an impressive variety of cool fakes and dunks. You can also call for a pick, dive for a loose ball, jump to block a shot, reach in for steal, pump fake, or dish off for an alley-oop.

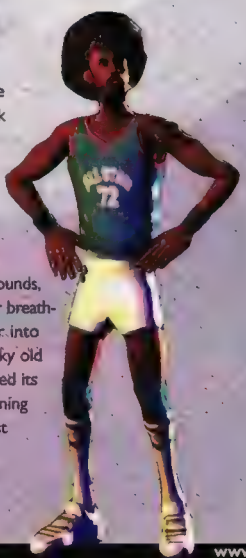
The cooler the move, the more trick points you get. When your trick meter is full, you have a chance to sink a game-breaker shot that not only earns you the points you'd normally get, but also deducts those points from your opponent's score. Yup, that's huge....

Dunkalicious

A big part of Street's juice comes from its stylish visuals. Remarkable animations and sharp player models make the action exciting, while slick courts convey an authentic streetball atmosphere. It's a shame, though, that the game has no user-controlled replays to let you revel in all the glorious moments.

The audio also amps up the atmosphere with a steady stream of chatter and smack talk. A hip-hop groove rumbles in the background, but licensed music would've added a lot and the announcer, Joe "The Show" Jackson, gets a little too carried away at times.

When the final buzzer sounds, Street gets serious props for breathing a huge blast of fresh air into what had been Midway's stinky old locker room. Street has staked its claim on the court, easily earning the title of this summer's latest must-have PS2 game.



BY AIR HENDRIX

- Developed by NuFX/EA Canada
- Published by EA Sports Big
- $49.99
- Available now
- Street basketball
- 2 players

ESRB: E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	4.0	4.5	5.0

PROTIP: You can't just run past an opposing player, or he'll likely steal the ball. Fire off a trick as you go by, and you'll probably knock him on his butt and open a lane to the hoop.

PROTIP: Ferocious D can make an opponent's game-breaker shot time out. If you get ball possession, worry more about running down the game-breaker clock than scoring.

PROTIP: Dish off to teammates whenever they go up for an alley-oop—the payoff in tricks points is too big to pass up.

PROTIP: If you have the rock and are covered by two or more opponents and one of your teammates is open, look to pass.

PROTIP: Uncork game-breaker shots as soon as possible, but choose your moment wisely—they can be blocked.

GRAPHICS 5.0

One of the stars of Street's showtime, the graphics bring a serious "wow" factor to your PlayStation 2. Razzle-dazzle animations, sleek player models, and awesome courts put the pop in NBA Street's shots.

SOUND 4.0

Street's commentator is way too excited in an annoying, over-caffeinated way—but don't let that stop you from digging the amusing, well-varied smack-talk and sound effects.

CONTROL 4.5

These smooth controls keep you on the court without requiring a Ph.D. in hoops. If you're familiar with SSX, the shoulder button/trick combos will come naturally.

FUN FACTOR 5.0

Street hands out lessons on what Midway hasn't accomplished in years: addictive, exciting, and highly playable fantasy hoops. This must-buy game ranks alongside SSX as one of the PS2's stars.

Madden NFL 2002

BY UNCLE DUST

- Developed and published by EA Sports
- Target release date: Summer 2001

PlayStation 2

FIRST LOOK

AFTER OVER A decade of football excellence—and as the top-selling game for the PlayStation 2 last year—what else can possibly be added to the series that would make Madden NFL 2002 so special? Well, if you're EA Sports, you simply throw in even more incredible graphical detail, making player faces and bodies so real, you'll be able to recognize them immediately. Madden is still the only game with real-life coaches on the sidelines, yet EA Sports is coming up with tons of new coach animations as well.

New play modes will include Two-Minute Drill—where players earn points on both offense and defense—create-a-team, and Coach's Corner, where the big dog, John Madden himself, will teach you the art of football. Rosters will be up-to-date, and you'll even have a chance to draft a team and play as the Houston Texans, the NFL's newest team. With all these extras, Madden NFL 2002 for the PlayStation 2 should be harder to take down than Eddie George in the open field.

NCAA Football 2002

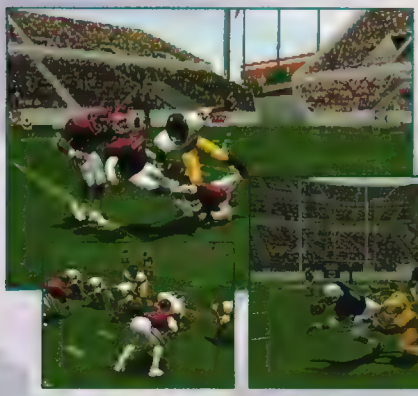
BY UNCLE DUST

- Developed and published by EA Sports
- Target release date: Summer 2001

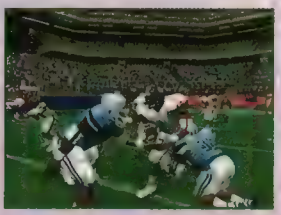
PlayStation 2

HANDS-ON

EA SPORTS' ABSENCE from the PlayStation 2 college-football ranks left gamers in the cold last year, but with an already impressive looking NCAA Football 2002, it seems as if EA Sports is making up for that. Entirely new graphics and gameplay engines will highlight the roster of upgrades, as this series is finally moving to a next-generation console. Taking a page from Madden, NCAA Football 2002 will feature Campus Challenges that earn points for players to unlock bonus items, adding another level of strategy to the game.



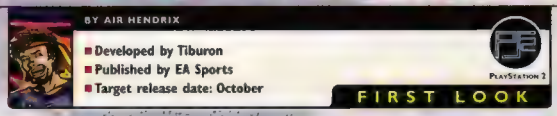
The preview version featured a very polished presentation, with stunning player models and animations (think Madden for the PS2). The commentary from Lee Corso, Brad Nessler, and Kirk Herbstreit was already solid. Plus, NCAA Football 2002 will be the only game to feature BCS standings and the Sears trophy. Judging from its pre-season performance, this souped-up game is already the favorite to top the standings all year long.



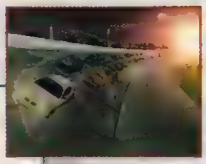
NFL Fever 2002

NFL Fever 2002 represents Microsoft's foray onto the gridiron, and it's bringing all the pro players and teams to the turf for multiple-season action in the game's Dynasty mode. Gamers can also battle historical greats like the '74 Steelers, while the snazzy graphics sport six player models. But Fever will be squaring off against Madden on the Xbox this season, and judging from their respective E3 demos, Fever is going to need a strong training camp if it hopes to stay in Super Bowl contention this summer.

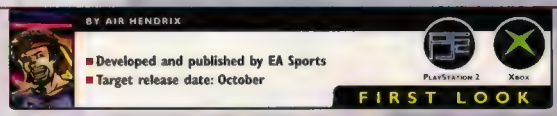
NASCAR 2002



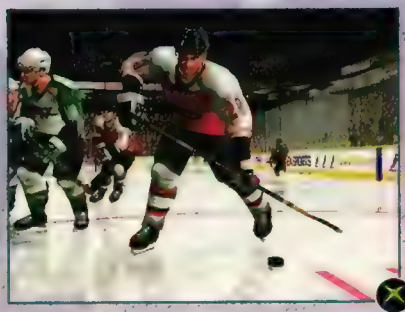
EA Sports' NASCAR series never took off like the publisher's other series have, but NASCAR 2002 might change that. With Madden developer Tiburon now tinkering under the hood, NASCAR 2002 will sport a dazzling new graphics engine that should deliver awesome lighting and unprecedented track detail. A new Career mode will inject plenty of depth, too, as you'll compete for sponsors, soup up your crew and car, eventually earn more lucrative sponsors, and even retire after multiple seasons. In NASCAR 2002, you'll also find all 23 NASCAR tracks, the complete 2001 season, and a 31-car pack during intense races. Vroom!



NHL 2002



After a glorious season last year, NHL 2002 is adding an expansion Xbox team and a slew of intriguing new features. Taking a cue from Madden, NHL Cards will enable players to unlock cheats and other cool features by racking up special moves, milestone stats, and more. The goalies will now start nabbing your favorite moves if you repeat them, a breakaway cam will dramatically zoom in on your player, and more than 3000 new cut-scenes will entertain you between plays. As long as the gameplay continues to rock, EA Sports' NHL 2002 should pack in the fans again this season.



NBA 2K2

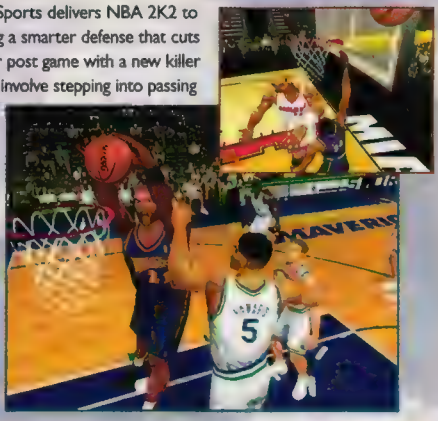
BY UNCLE DUST

- Developed by Visual Concepts
- Published by Sega
- Target release date: Fall 2001

Dreamcast

FIRST LOOK

THE BEST NEXT-GENERATION hoops title of last year is coming back for more as Sega Sports delivers NBA 2K2 to the Dreamcast. The game will feature several improvements to its already stellar package, including a smarter defense that cuts off the baseline and a tougher post game with a new killer drop-step. Other tweaks will involve stepping into passing lanes to steal the ball and improved A.I. rebounding. Sega is even upgrading the online component to track player performance. With brand new street courts, updated rosters, and the NBA's new zone-defense rules—and appearances on other next-gen platforms—NBA 2K2 will be a tough champion to dethrone.



NFL 2K2

BY UNCLE DUST

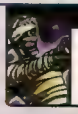
- Developed by Visual Concepts
- Published by Sega
- Target release date: Fall 2001

Dreamcast

FIRST LOOK

IN ITS THIRD season, NFL 2K2 is hoping to bust through with another standout performance. Upgrades to this year's team will consist of a juiced-up offense with better QB logic and movement, as well as fresh moves for the running backs. The passing and catching system will also be more accurate than before, while player models will be even more detailed and will include several new animations and more responsive tackling. Like its basketball counterpart, NFL 2K2 will also feature online tracking of wins and losses—so you'd better represent!

Tennis 2K2



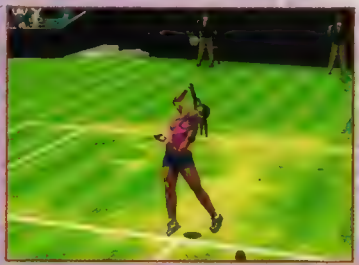
BY UNCLE DUST

- Developed and published by Sega
- Target release date: Fall 2001

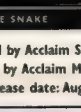
Dreamcast

FIRST LOOK

FOLLOWING UP ON its surprise overhead-smash hit, Virtua Tennis, Sega Sports is making the series one of its annual mainstays with Tennis 2K2. The big news for this version is the addition of female players—like cover-girls Venus and Serena Williams—to the pro lineup. The revamped game modes will again have Arcade, Exhibition, and World Circuit. Improved cross-court shots, more dramatic diving-saves, and tougher drop-shots should add more intensity to the matches. Of course, the original's ultra-addictive four-player action, which made this game such a fan favorite, will be back for more frenetic fun.



NFL Quarterback Club 2002



BY JAKE THE SNAKE

- Developed by Acclaim Studios Austin
- Published by Acclaim Max Sports
- Target release date: August

PlayStation 2

FIRST LOOK

THE WEIRD THING about quarterbacks is that even after several ho-hum seasons in a row, they might just all of a sudden turn on the magic and throw for thousands of yards and a Super Bowl ring. Acclaim is hoping for that kind of magic for its veteran NFL Quarterback Club, which will be debuting on the PlayStation 2. QB Club's unique NFL Quarterback Challenge mode will return so you can test your QB skills against such retired greats as John Elway, Dan Marino, Steve Young, and others, but the game is going to need some slippery moves to dodge the raging blitz of Madden 2002, which looks better than ever.

NHL Hitz 20-02

BY JAKE THE SNAKE

- Developed and published by Midway Home Entertainment
- Target release date: Fall 2001

PlayStation 2 GameCube Xbox

FIRST LOOK

TO THE EARS of most gamers, the name "NFL Blitz" equals extreme football, so of course the name of Midway's new extreme hockey series had to rhyme with it, hence NHL "Hitz." The "20-02" part of the title comes from the year "2002." Clever, huh? Yeah, anyway, NHL Hitz promises the big…hits and super-fast gameplay you've come to expect from Blitz in four-on-four mayhem. Players will slam each other into the boards, throw down their gloves and fight, and dive in front of screaming slap shots.

Note: All screen shots shown here are from the PS2 version.

F1 2001

BY JAKE THE SNAKE

- Developed and published by EA Sports
- Target release date: Fall 2001

PlayStation 2 Xbox

FIRST LOOK

THOUGH NOTHING BEATS Formula One racing for pure speed, F1 racing games have never been hugely popular in North America. Judging from its demo at E³, F1 2001 could change all that this year. The graphics were stunning, rivaling even those in the great Gran Turismo 3—on the Xbox, they could even surpass GT3's. F1 2001 promises dynamic racing environments with tracks surrounded by pit crews, flag marshals, screaming crowds, and realistic weather that can change mid-race. Pit stops will be interactive and can make or break your race, while animated pit crews will even make mistakes.

BY UNCLE DUST

- Developed by SCEJ
- Published by Sony
- $49.99
- Available now
- RPG
- 1 player

ESRB: T (Teen)

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	2.5	3.5	3.5

PLATFORM
PlayStation 2

DARK CLOUD

WITH GROWING ANTICIPATION and unique gameplay elements, Dark Cloud was set to illuminate the bleak selection of role-playing games for the PlayStation 2. Unfortunately, a spotty story and monotonous gameplay keep Dark Cloud from shining forth.

Back to the Dark Ages

Dark Cloud offers a unique take on RPGs by including a Sim City–like game mode where players must reconstruct the hero's village after it's been destroyed by a demon. You play as a young warrior named Toan (who bears a striking resemblance to Link from the Legend of Zelda series), wandering through dungeons, forests, and other locales, gathering up the pieces of your town (and then the pieces belonging to additional villages) all in classic action/adventure RPG style. Then you return home to rebuild, slowly putting clues together to restore everything to normal before saving the world from destruction.

The integration of city-building and RPG elements is seamless, but the game falters drastically in both pace and story. You ask the same questions of every person you meet, and there is no real flow—Dark Cloud feels more like a game of Clue. Occasionally, there are more developed story elements (when you complete all the pieces of a building, for example), but they still don't tie things together smoothly.

A better, more involved battle system could've picked up the slack. But monotony quickly sets in again as you hack-n-slash boring enemies moving in obvious patterns. Weapon and character building doesn't add much to the affair, either. The game's painful combination of dull combat and piecemeal storytelling just doesn't allow Dark Cloud to gel—and, worse, doesn't provide nearly enough motivation to entice gamers to keep playing.

Head in the Clouds

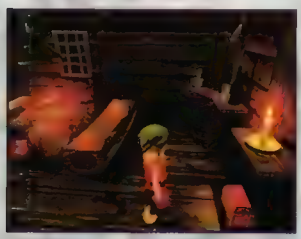
The presentation of Dark Cloud also leaves a lot to be desired. Both sound and graphics are sparse: You'll search through areas with just a few monsters and very little music—and this repeats ad nauseam. The character designs, while not wholly inspired or original, are decent. The lackluster music and the absence of voice-overs, however, leave a gaping hole in the game. Dark Cloud's battle system and visuals are obviously styled on Nintendo's stellar Zelda series, which serves only to highlight its shortcomings.

The Wait Continues

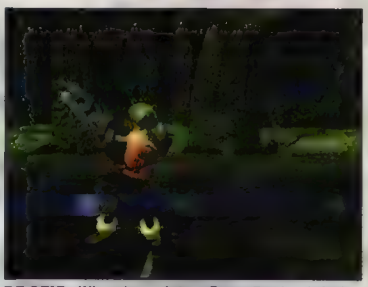
Dark Cloud scores points for originality but doesn't do the basics right. With this disappointing showing, it still leaves PS2 owners without a killer RPG. Gamers really hungry for a Zelda-style adventure would be better off with Link's two new adventures on the Game Boy Color (see Game Boy Advances, this issue), rather than being stuck in the gloom of Dark Cloud.

PROTIP: Use Xiao's slingshots to kill projectile-throwing enemies; it's easier to dodge their attacks from afar.

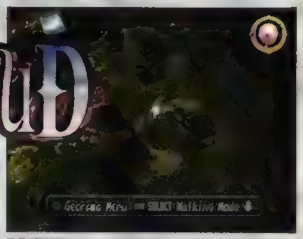
PROTIP: Re-sell extra weapon attachments to earn extra money–otherwise, you'll always be short on cash.



PROTIP: Return to the village after each dungeon level to construct all you can. Then search buildings for items.



PROTIP: When in real-time Event Battles (which play like dance games), pay no attention to what your character is doing and just follow the icons.



PROTIP: Once you've acquired enough river pieces to connect the river throughout Matataki Village, immediately speak to Treant.

PROTIP: The trick to fishing is trying out all your baits and not pulling on your rod until the bobber is completely underwater.

PROTIP: When facing these nasty Earth Diggers, keep your distance until they breathe poison gas, then run to the side and attack.

GRAPHICS 4.0
Characters are well done but lack originality. Environments are sparse and repetitious—the PS2 can do much more elaborate and engaging visuals.

SOUND 2.5
Even more vacant than the empty dungeons is the soundtrack, with no voice-overs and annoying, repetitious, and totally uninspired music.

CONTROL 3.5
The action-oriented battle system is sufficiently engaging yet lacks depth. City-building controls are adequate-to-frustrating, while menus are cumbersome to navigate.

FUN FACTOR 3.5
What could've been a killer game instead drags on and on, never fulfilling its potential. Add Dark Cloud to the long list of mediocre PS2 RPGs.

Kingdom Hearts

BY UNCLE DUST

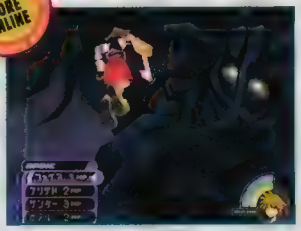
- Developed by SquareSoft
- Published by Square EA
- Target release date: Fall 2002

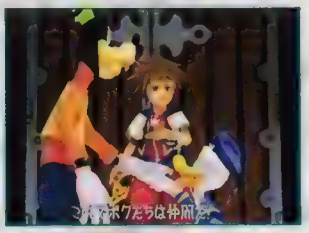
PlayStation 2

FIRST LOOK

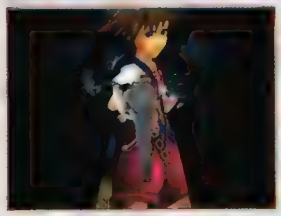
FIND OUT MORE ONLINE

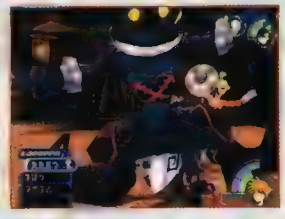
ONE OF THE big surprises of this year's E³ was the joint venture of SquareSoft and the wonderful world of Disney Interactive—Kingdom Hearts. Gamers will immediately recognize characters designed in classic Square-style by Tetsuya Nomura, but this time they'll co-exist with Goofy and Donald Duck for a quest through worlds filled with various Disney characters, such as Dumbo, Pinocchio, Jafar, and Ursula. This historic cooperative project will also mark the first time that characters from multiple Disney classics will appear in a single game.

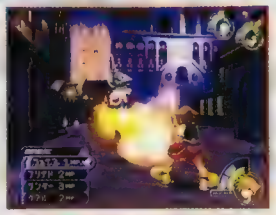


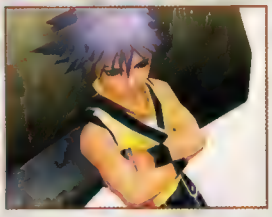


The game's lead character, Sora, along with help from his Disney pals, must rescue his friends Riku and Kairi from the shape-changing Heartless. Gamers can expect turn-based combat, deep character customization, and other elements common to Square RPGs, along with an extra dose of magic from the inhabitants of the Magic Kingdom. However, role-players won't get the key to this Kingdom until fall 2002...hopefully, this gaming union will be worth the wait.









Final Fantasy Chronicles

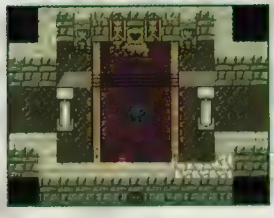
BY UNCLE DUST

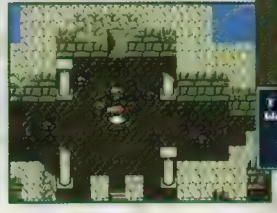
- Developed by SquareSoft
- Published by Square EA
- Target release date: Summer 2001

PlayStation

HANDS-ON

ALTHOUGH FINAL FANTASY X is receiving all the attention these days, that PlayStation 2 title wouldn't even exist if games like FFIV had never been created. The preview version of FFIV, as included in Final Fantasy Chronicles (along with Chrono Trigger), unraveled a gripping—and, this time, totally unedited—narrative that immediately involves you in the quest. The graphics, while only simple 16-bit sprites, hold up well, and FFIV's active-time battle system is featured in FF offerings to this day. The music may be a tad tinny but it still cranks out the familiar epic tones. FFIV should not only deliver a nostalgic treat for diehard FF fans, but should also clearly exhibit the impressive roots of the stellar series to newcomers.





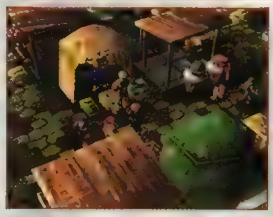
Ephemeral Fantasia

BY UNCLE DUST

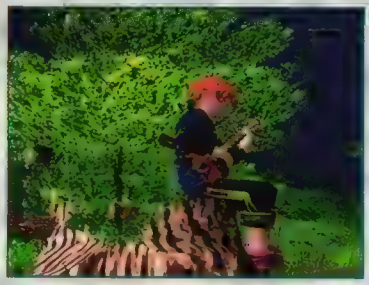
- Developed and published by Konami
- Target release date: Summer 2001

PlayStation 2

FIRST LOOK



As PlayStation 2 owners await the first killer role-playing game for their powerful new system, Konami is readying its shot at the crown with the upcoming Ephemeral Fantasia. You'll assume the role of a traveling musician on his way to a royal wedding—but before you get there, an evil spell causes the days before the wedding to repeat themselves. A unique aspect will be the game's surround-battlefield system that enables the 160-plus monsters to attack players from all angles. Promising to feature a colorful and lush visual style, Ephemeral Fantasia will hopefully break the spell that has cursed RPGs so far on the PlayStation 2.



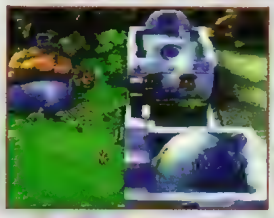
Dragon Warrior VII

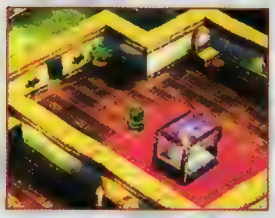
BY UNCLE DUST

- Developed and published by Enix
- Target release date: August

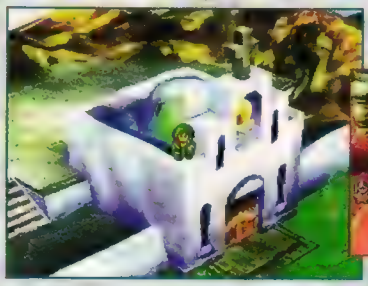
PlayStation

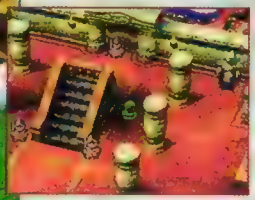
FIRST LOOK

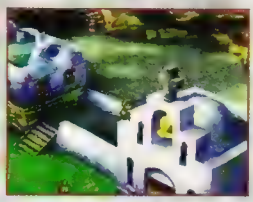




Enix is releasing the seventh chapter of its Dragon Warrior series in the U.S., hoping for the same warm reception this massive RPG received when it first appeared in Japan—where the title sold more than 4 million copies. DWVII tells the story of three kids—Kiefer, Maribel, and Aluse—who venture into dangerous ruins outside their small fishing village. There, they uncover strange artifacts and find a map that leads them on a journey across Estard Island. While the game's graphics are old-school, Dragon Warrior VII's excellent character designs and gripping story are what really made it a smash hit in Japan.







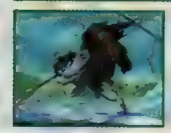
Saiyuki: Journey West

BY UNCLE DUST

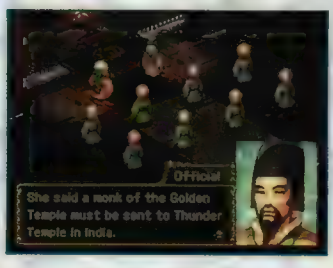
- Developed and published by Koei
- Target release date: August

PlayStation

HANDS-ON



Based on a popular Chinese legend, Koei's latest RPG, Saiyuki: Journey West, recounts the story of a monk named Sanzo who must travel from China to India and back. While you're traveling as Sanzo, you must collect heaven's guardians, who will assist you on your long trip. In the preview version, the game looked and played similar to FF Tactics. The addition of the WereForms, the forms into which the guardians transform during battles, added an extra dimension of magic and power.



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August '01

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Cover	All / Some / None	A	B	C	D	F
Table of Contents	All / Some / None	A	B	C	D	F
Editor's Letter	All / Some / None	A	B	C	D	F
Head2Head	All / Some / None	A	B	C	D	F
Art Attack	All / Some / None	A	B	C	D	F
Buyers Beware	All / Some / None	A	B	C	D	F
ProNews	All / Some / None	A	B	C	D	F
Cutting Edge (3Q)	All / Some / None	A	B	C	D	F
Cover Feature: SSX Tricky	All / Some / None	A	B	C	D	F
Special Feature: Game Testing	All / Some / None	A	B	C	D	F
Special Feature: E³ Showstoppers	All / Some / None	A	B	C	D	F
Hot at the Arcades	All / Some / None	A	B	C	D	F
PC GamePro	All / Some / None	A	B	C	D	F
Game Boy Advances	All / Some / None	A	B	C	D	F
Sneak Previews	All / Some / None	A	B	C	D	F
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PlayStation 2 ProReviews	All / Some / None	A	B	C	D	F
PlayStation ProReviews	All / Some / None	A	B	C	D	F
Dreamcast ProReviews	All / Some / None	A	B	C	D	F
Sports Pages	All / Some / None	A	B	C	D	F
Role-Player's Realm	All / Some / None	A	B	C	D	F
ProStrategy: Mat Hoffman's Pro BMX	All / Some / None	A	B	C	D	F
ProStrategy: Rumble Racing	All / Some / None	A	B	C	D	F
S.W.A.T. Pro	All / Some / None	A	B	C	D	F

2. What game systems do you currently own?

- ☐ Dreamcast
- ☐ Game Boy Advance/GB Color
- ☐ Macintosh G3/G4/iMac
- ☐ NeoGeo Pocket
- ☐ Nintendo 64
- ☐ PC
  - ☐ Windows 98
  - ☐ Windows 95
  - ☐ Windows 3.1
- ☐ PlayStation
- ☐ PlayStation 2
- ☐ Super NES
- ☐ Tiger game.com

3. What game systems do you plan to buy in the next 12 months?

- ☐ Dreamcast
- ☐ GB Color/GB Advance
- ☐ Game Gear
- ☐ Macintosh G3/iMac
- ☐ Microsoft's Xbox
- ☐ NeoGeo Pocket
- ☐ Nintendo 64
- ☐ Nintendo GameCube
- ☐ PC/Windows
- ☐ PlayStation
- ☐ PlayStation 2

Tell us what you THINK!

4. Please indicate which of the following publications you purchase or read at least six times per year:

- ☐ Electronic Gaming Monthly
- ☐ Expert Gamer
- ☐ *GamePro*
- ☐ Gamers Republic
- ☐ Next Generation
- ☐ Nintendo Power
- ☐ Official PlayStation Magazine (OPM)
- ☐ PSExtreme
- ☐ PSM
- ☐ Tips & Tricks

5. Would you like to see more editorial on the following:

Anime	Yes	No
Arcade Games	Yes	No
Board Sports	Yes	No
Clothing/Fashion	Yes	No
Comic Books	Yes	No
Console Games	Yes	No
Consumer Electronics (DVD, MP3, etc.)	Yes	No
Entertainment News (Music, Movies, TV Shows, etc.)	Yes	No
Handheld Games	Yes	No
Online Games	Yes	No
PC Games	Yes	No

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☐ Yes ☐ No

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Chat Rooms	1	2	3	4	5
Cheats and Strategies	1	2	3	4	5
Entertainment Channel	1	2	3	4	5
Navigation	1	2	3	4	5
Reviews and Previews	1	2	3	4	5
Site Performance (Load Speed)	1	2	3	4	5

9. If yes, please indicate how much you would like to see the following ("1" meaning very much, "5" meaning not very much):

Art Attack Online	1	2	3	4	5
Custom Home Page	1	2	3	4	5
Free E-mail	1	2	3	4	5
Instant Messaging	1	2	3	4	5

EVERYONE E CONTENT RATED BY ESRB

MAT HOFFMAN'S PRO BMX

Get a handle on your handlebars in Mat Hoffman's Pro BMX! Rack up the points, collect the covers, and unlock the secrets with GamePro's ProStrategy Guide. By Dan Elektro

CONTROLLER LEGEND

Note: These buttons represent the default configuration, but player controls are customizable via the Options menu. Special tricks may be subject to change.

THE BASICS

Landing Fakie

"Fakie" is the term used in BMX and skateboarding when you land a trick backwards—in this case, on your back wheel, rolling in reverse. The longer you coast when you land a fakie, the higher your special meter climbs. Normally, your meter is green; when you land a fakie, you'll see the level creep up in blue. When you resume pedaling, the blue changes to green—or the whole meter changes yellow if you've achieved Special status. In short, always try to land a fakie early on in a run to get that puppy climbin'.

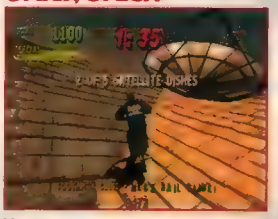
Manuals

A manual is a little wheelie, and it's essential for stringing combos along. Use manuals between grinds—if you simply land your bike after a grind or aerial trick, your combo will end. However, tapping ↑, ↓ or ↓, ↑ while you're in the air will enable you to land with a manual, thereby extending your combo streak. If you want to get those score-based covers, practice your manuals.

Equipment

You earn a new bike after you collect five covers and another at 16 covers. As soon as you gain access to a new ride, use it! The better the bike, the easier it is to pull off tricks. Feel free to adjust your forks and tires as you see fit—there's no wrong way to set them up, but, obviously, certain kinds of tweaks assist you in doing certain kinds of tweaks.

Order, Order!



You can collect/knock over/destroy items in any order—the paths detailed in this ProStrategy Guide are merely suggestions, but they're usually the most efficient ways to do things. On a similar note, when collecting the letters to spell "TRICK," it's a good idea to do those in order, and not only for the sake of avoiding confusion—they're usually laid out for easiest collection in order.

Cleared for Landing

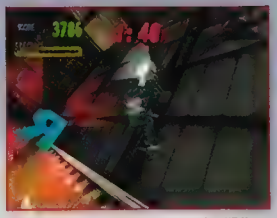
Often times, the hardest part of getting high scores is sticking your landings after stunt combos. Always be aware of the angle of your bike in relation to your landing surface. You can usually get away with about a 15-degree difference, but if you lean too far to the front, back, or to either side, you'll bail and lose all your points. It's not very forgiving—so be ready.

Hoffman Bikes Factory

Smash the Lights

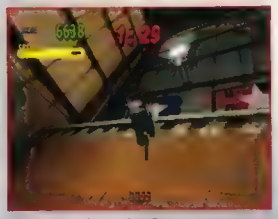
You can hit these lights in any order, but the best way to tackle them is to take out the toughest light first. Turn around 180 degrees and bunnyhop off the platform—straight into a grind on the pipe. At the end of the pipe, hop off diagonally and smash into the light.

From here on out, it's pretty easy. Head across the room to the opposite wall and smash the second light.



The third light is just above the "R" in "TRICK"—in the middle of that wall. It's best to ride diagonally up the small ramp in front of it and smash it on an angle.

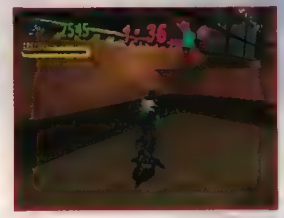
As soon as you land, head right and crash into the fourth light.



The fifth light is the first one you saw at the beginning of your run—in the corner of the half-pipe. Build up a little speed in the half-pipe and take it out for a cover.

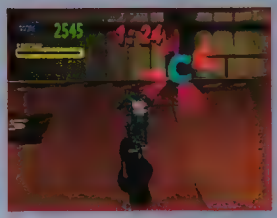
Get T-R-I-C-K

From the starting point, drop down and head diagonally forward to the right. The "T" is waiting just outside the half-pipe.



As you land, look for the "R," which should be just in front of you—near the wall to your left. It's easy pickins.

The "I" is smack in the middle of the room, hovering over the small funbox. As you land from the "R," the "I" should be almost immediately in front of you.



Chances are you spotted the "C" just beyond the "I." Pedal forward into the shallow bowl and grab it.

Double-back for the "K," which is fairly high in the middle section of the wall where you found the "R"—roughly opposite of where the "I" was located. Be sure your aim is true, and you shouldn't have trouble.

Hidden Cover

See that giant switch in the rectangular bowl in the middle of the room? Grind past it to activate it. It opens the garage door on the wall in the corner and gives you access to the great outdoors.

SPECIAL COMBOS

MIKE ESCAMILLA

Body Varial:	Tap ←, press and hold (→ QT)
Backflip One-Footer:	Tap ↑, press and hold (↓ AT)
Front Flip:	Tap ↓, press and hold (↑ AT)
Superman Seat Grab Truckdriver:	Tap ↓, press and hold (↓ AT)

MAT HOFFMAN

Peacock:	Tap ←, press and hold (→ QT)
Backflip Tailwhip:	Tap ↑, press and hold (↓ AT)
Barhop:	Tap →, press and hold (→ QT)
Triple Tailwhip:	Tap ↓, press and hold (→ AT)
One-Handed Superman:	Tap ↓, press and hold (↓ AT)

JOE "BUTCHER" KOWALSKI

No-Footed Candy Bar One-Hander:	Tap ↑, press and hold (↑ AT)
Backflip Tabletop:	Tap ↑, press and hold (↓ AT)
Superman Backpeg Barspin:	Tap ↓, press and hold (↓ AT)
Half Barspin Tailwhip:	Tap ↓, press and hold (→ AT)

DENNIS MCCOY

Backflip One-Footer:	Tap ↑, press and hold (↓ AT)
Decade Air:	Tap ←, press and hold (→ QT)
Double Tailwhip:	Tap ↓, press and hold (→ AT)
Superman Tailwhip:	Tap ↓, press and hold (↓ AT)

CORY NASTAZIO

Front Flip:	Tap ↓, press and hold (↑ AT)
Double Tailwhip:	Tap ↓, press and hold (→ AT)
Backflip Tabletop:	Tap ↑, press and hold (↓ AT)
Superman Seat Grab:	Tap ↓, press and hold (↓ AT)

KEVIN ROBINSON

One-Handed Swingleg:	Tap →, press and hold (↓ QT)
Backflip No-Hander:	Tap ↑, press and hold (↓ AT)
Barhop:	Tap →, press and hold (→ QT)
Superman Tubegrab:	Tap ↓, press and hold (↓ AT)

SIMON TABRON

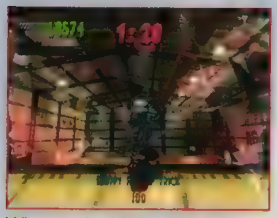
Backflip One-Footer:	Tap ↑, press and hold (↓ AT)
One-Handed Swingleg:	Tap →, press and hold (→ QT)
Superman Seat Grab:	Tap ↑, press and hold (↑ AT)
Superman Double Seat Grab:	Tap ↓, press and hold (↓ AT)
No-Footed Candy Bar One-Hander:	Tap ←, press and hold (→ QT)

RICK THORNE

Front Body Flip:	Tap ↓, press and hold (→ AT)
Superman Double Seat Grab:	Tap ↓, press and hold (↓ AT)
Decade Air:	Tap ←, press and hold (→ AT)
Backflip No-Footer:	Tap ↑, press and hold (↓ AT)

Note: Commands in parentheses are performed simultaneously.

Out in the dirt yard, build your Special meter until it's yellow. Use the dirt whoop-de-dos to launch yourself up to the shed on the back of the building.



When you land, be ready to bunny-hop through the plate glass window almost immediately—and prepare to grind!

If you land the grind and have decent balance, the hard part is over. Grind on the large pipe that spans the ceiling and collect the hidden cover that floats in the middle of it.

Construction Yard

Topple Toilets

The first Porta-Pottie is literally right in front of you from the start. Just run into it to knock it over.

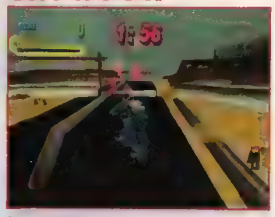
Either use the dirt clump to jump over the grassy embankment, or head right through the whoop-de-do passage. You should see another blue toilet just ahead, next to the gray bowl.

Land in the bowl or come straight down; either way, you should cross the area you're in to find the third toilet just opposite the gray bowl.

Continue on to the bridge area. You don't have to do these two in order, but let's leave the hard one for last. There's a toilet on the lower level not far from the half-pipe. Jump down and bump it.

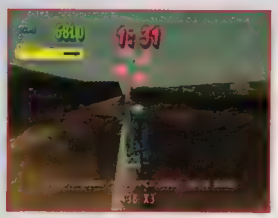
The final "portaloo" is on the other side of the broken bridge. You need a little bit of speed to jump it at the left, or you can link grinds on the right. Either way, spanning the gap is harder than hitting the toilet.

Get T-R-I-C-K



Straight ahead from the start, jump onto the small buildings and grind the central rail for the "T."

Drop down and continue forward over the whoop-de-dos into the next segment of the yard. Grind up the diagonal girder into the pool and snag the "R."



Exit the pool to your left, grinding on the long suspended pole. The "I" is toward the end of that pole.

Continue forward to the incomplete bridge on the upper level of the next segment. Use the white ramp to jump the gap and collect the "C."

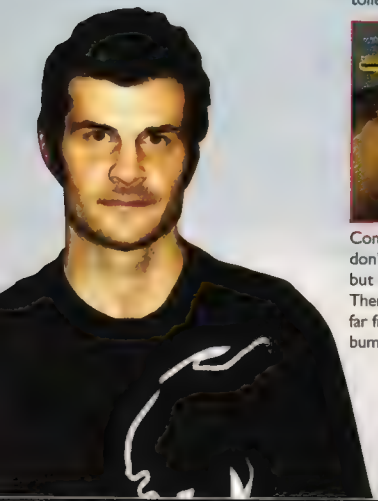
Drop down to the lower level and enter the half-pipe. The "K" hangs in the air there.

Hidden Cover

From the starting point, bear left and ride up the dirt hill to the grassy area. If you prefer, grind up the girder to your immediate left instead. Just get up there somehow.

Aim for the left of the gray ramp. Get ready for a big jump!

This one has to be a lengthy leap as well as a specific one. You need to land on the left long girder. If you land too short, you'll grind into a point bonus—or miss altogether. If you land too far to the right, you'll hit the wrong girder—but you can switch if you're quick.

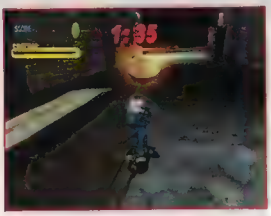


Once you're grinding on the left, stay there—your grind automatically switches direction when you reach the crosspiece, and the hidden cover should be right in front of you. A little bunnyhop off the end of the girder secures the cover.

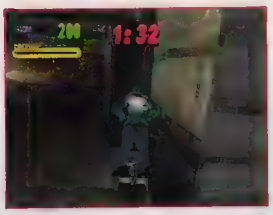
London Underground

Vending Machines

The first machine is to the left as you come down the very first flight of stairs. If you grind that staircase's rail, you'll need to jump off a little early—otherwise, you'll fly past your target.

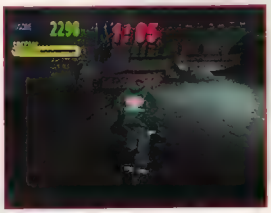


Head to the right and down the escalators. The next vending machine is on the right wall at the bottom.



Don't blink—immediately pull a tight right turn after you hit the second machine, and you should find the third hidden around the same corner.

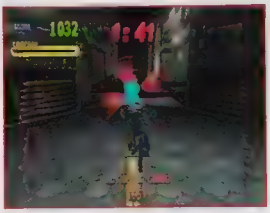
Another passageway (this time, the sloping ramp—up and to your left), another vending machine. Watch for it at the bottom of the passageway on the left wall.



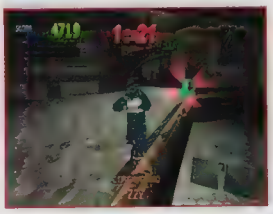
Make a left before crossing the tracks, and you should spot the fifth and final machine up against the wall.

Get T-R-I-C-K

Head down the starting staircase and ride to the left. The "T" is near the far corner of the room, hovering over the quarter-pipe wall.



Continue on to the escalators and grind on the rail before them to collect the "R."

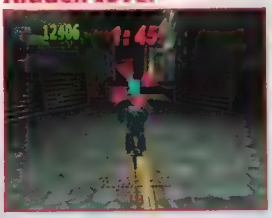


Follow the escalators down and then make a quick left at the bottom; the "I" is floating above the railing on the platform.

Bear left again and ride down the pedestrian ramp. Cross the tracks and crash through the glass room. The "C" is inside!

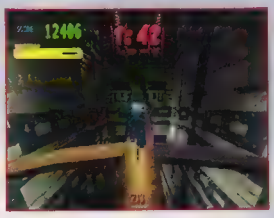
Jump over the tracks again—this time bearing left. You should spot the "K" just above a quarter-pipe ramp.

Hidden Cover

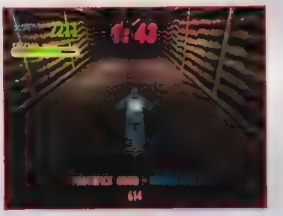


Get your special meter up and grind on the "R" rail—right before the escalator.

When you crash through the barrier, stay perfectly straight and hit the small wooden ramp in the center of the escalators.

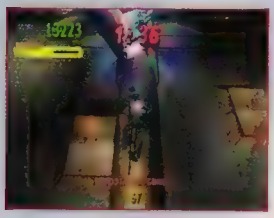


This launches you up into the air; be ready to grind on the large pipe.



It's sometimes tricky to get the timing right, but you have to bunnyhop off the rail and through the rusty grate—the Hidden Hall gap—and be ready to jump one last time at the other end.

Leap out of the other side of the Hidden Hall with a big bunnyhop. Try to aim yourself just to the left of the center of the small metal ramps.

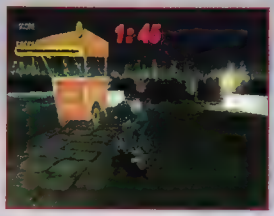


Land on that pipe with a grind, and you're home free—the hidden cover is yours. You'll also pick up the Tight Pipe gap bonus if you land on the ground again safely.

New York City

The Shwarma Stands

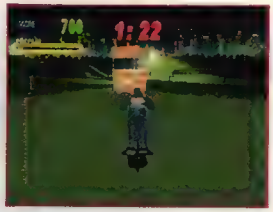
From the starting point, pivot to the left before you start pedaling. Look! There's the first one right in front of you!



Ride straight and drop off the cliff, toward the greenhouse. Turn right when you land and stick to the asphalt path. The second stand is just ahead on the left side of the bridge.

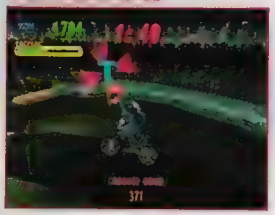
Continue and make a right at the fountain gate. Pedal diagonally across the lawn, and you should bump into the third stand hiding behind a tree.

Hang a left and hit the wooden ramp to the fountain. Cross the fountain area and head up the ramp to the swing sets. To the right of the swing sets is the fourth shwarma stand.



Turn back around and head for the asphalt path. The final shwarma cart is to the left—on your way back to the fountain gate. Shwarma, in case you were wondering, is a shredded meat sandwich and an NYC institution.

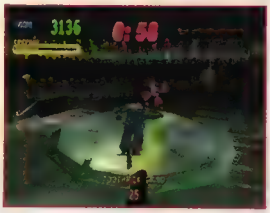
Get T-R-I-C-K



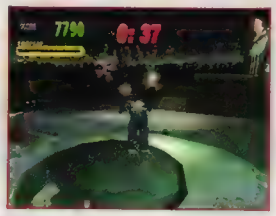
Don't follow the asphalt path from the start. Veer to the right—toward the tree and planters—and look for the gray bumps surrounded by black fencing. Grind on the right fence and bunnyhop off to collect the "T."

Hop into the fountain area with the small wooden kicker ramp and cross over to the playground on the opposite side. Grind on top of the swingset as you enter for the "R."

Turn left and head for the asphalt path—back toward the fountain entrance steps. Either use the dirt incline to the right railing, or grind that railing and bunnyhop off to collect the "I" floating in mid-air.



There are two ways to get the "C" hanging over the fountain. The easy way: Make a left and aim for the tree, grind on its branch, then bunnyhop off at the end of the grind to grab the letter.

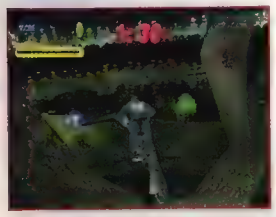


The hard way: Use the fountain's outer edge as a ramp to reach the center bowl, then jump out of the center bowl to collect the letter. Either way takes timing and practice.

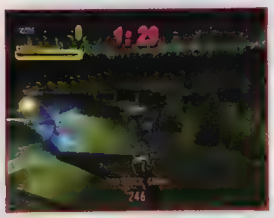
For the final letter, return to the playground and follow the asphalt path to the three-way intersection. When you see the skating rink, bear left and ride up the hill onto the roof. You can find the "K" on the top of the rink's building—an easy jump or grind.

Hidden Cover

This one's easier than it looks. From the start point, pivot left and ride up the dirt embankment—just behind the big tree.



Use the dirt at the edge as a ramp and jump through the tree's fork.



Land with a grind, and you should slide down the big branch—straight into the hidden cover. That's it!

Treatment Plant

Hit Waste Barrels

From the starting point, go straight and ride the Hoffman Bikes graffiti logo ramp. On your way down, bear right; the first set of barrels is just before the small wall.

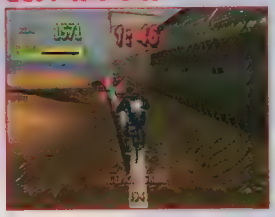
Follow that wall—grind it, why not?—around to the back of your starting point, where you will find another set of barrels.

Continue straight, with the barbed-wire fence to your right. Between the two closest canal pools is barrel set #3.

Follow the right-hand fence and make a left at the corner of the level. It isn't far until you spot the fourth collection of barrels—next to the long gray building.

Just a few feet ahead—near the gray quarter-pipe wall and brown dirt mounds—lies the fifth and final barrel set. Smash it!

Get T-R-I-C-K



As above, go straight and stunt on the Hoffman Bikes graffiti logo ramp. When you come down, head to the left and grind on the short wall. You'll run into the "T."

If you stay on the course, you'll find the "R" just ahead—near the first whoop-de-do.

Grind the long quarter-pipe wall that runs behind your starting point. At the end of the wall, bunnyhop out of the grind and sail through the suspended "I."

Hang a left and ride back toward the Hoffman graffiti ramp. See that platform built on three red cylindrical tanks? Ride up its pathway, grind the left rail on top, and collect the "C."

When you land, turn left—or just pull a trick on the quarter-pipe wall—and you'll find two small dirt mounds. The final letter, "K," hangs above there. Just jump into the air to grab it.

Hidden Cover

This one's not too hard if you know where to look...and if you can grind well. Head to the tank platform—where you found the "C" in "TRICK"—and grind to the adjacent rooftop.

Continue your grind—or pick it up and start a new one—on to the rail that bends to the right. Your goal is the next rooftop.

When you land, one more rail sits before you—you know what to do. You can snag the hidden cover as you grind the end of the rail.

Hit Satellite Dishes

There's no one clean line to collect all five dishes in a row, but this path is as good as any. From the start, ride straight ahead and get on the roof—you can use the grass whoop-de-dos to get there fairly easily. You should see the first dish on your way. Ride to the opposite end of the roof, turn around, and jump the two sloped roofs to get to the dish.

As soon as you collect the first one, grind the power cable over to the second dish on the opposite building.

Drop down into the blue half-pipes (a.k.a. Luna's Ramp) and head over to the house. Your third dish is mounted on the roof.

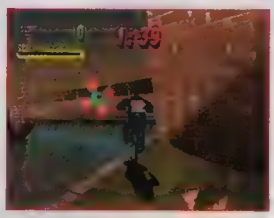
The last two are a pain to get—they're both located on the outside edges of steep drops. Turn right to leave the blue area and jump the green kickers near the brown fence. Skate diagonally across the street toward the parked white car (the "I" in "TRICK"). To the right are two green kicker ramps that take you to the roof.

Once you're on the roof, make a sharp right and grind on the edge of the building to hit the fourth dish.

Return to the kickers and get back on the roof. Grind or jump to the other building, where you can find the final dish on the same right-hand corner as the fourth one. Or you can hop to the second roof, turn around, grind on both building edges, and get both of these dishes in one run. You need a good amount of speed on your grind to do it.

Get T-R-I-C-K

This is the one level where you shouldn't collect the letters in order. Instead, work from the back—start with the "K," which you'll find if you ride straight from your start point and head over the grassy hills. The letter is in the corner of the building.



Follow the building around to the right, and then make a diagonal line to the left through the planters. The "C" is just above a blue/gray ramp—next to the red brick wall.

Continue around the buildings, passing through the mini-half-pipe corridor. On your way out—when you come to the green ramps—bear left, and you should see the "I" floating over the parked car.

Do a quick 180 and use the green kickers to launch yourself up to the rooftop, where you found the satellite dishes. The "T" hovers over the gap between the buildings. One good jump, and the letter is all yours.

The "R" is very close to the level's starting point. Drop off the roof and head back to the higher level of the blue Luna ramps—near the satellite dish. Use the half-pipe to get up to the brown wooden fence and grind it. The "R" awaits at the end.

Hidden Cover

Go to the roof where you hit the first satellite dish and grind across the lengthy power cable.

As you come off the grind, turn left and use the house roof as a ramp. The hidden cover is just above the chimney stack. There you have it—you're now a BMX pro!

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RUMBLE RACING

You're not just racing for points and glory—you're racing for Easter eggs! If you locate these secret treats in single-player races, you'll be rewarded with fresh new cars. By Dan Elektro

The Basics

This is your goal. Look for these little eggs hidden throughout the tracks. Eggs don't appear in Championships—you must collect them in Single Race games.

While this guide assumes you're driving the track forward as normal (for the sake of recognizable landmarks), many of the eggs become more obvious if you drive the track backwards. Also, note the map on the screenshots as a confirmer to let you know you're in the right area.

Once you've found the egg, you can quit the race and move on. If you can't find the egg, you can unlock the cars with the passwords provided. However, it's more fun to find them on your own. The only track without a hidden egg is Circus Minimus.

The Tracks

Tree Grits

Car: Revolution
Password: PTOATRTOI

Don't take the train track shortcut; follow the main road instead and drive through the barn shortcut. Just before the big gray ramp, turn to your left and you'll see a brightly painted egg sitting in the corner.

Flip Out

Car: High Roller
Password: HGIROLREL

When the track forces you to drive through one of three large pipes, do so—but when you emerge, turn around and you'll find an egg sitting below the middle pipe's exit.

Car Go

Car: Sporticus
Password: OPSRTISUC

See where the submarine is docked? There's a long line of red cargo containers on the left of that straightaway. Tucked in the corner of the very last one (near the underground tunnel entrance) is the egg.

So Retined

Car: Van Itty
Password: VTYANIYTT

From the starting line, turn completely around and drive behind the gray buildings. Green barrels block the path; pay them no mind. Just get behind the large building with a power-up on its roof, and you should spot the egg.

Passing Through

Car: Buck Shot
Password: UBTCKSTOH

Ah, racing on the beach—but when you reach the sandy stretch of the track, why not go for a swim instead? Make a right into the water, look to your right, and you should find that there's a little alcove back there. Eggs love alcoves.

Sun Burn

Car: Gamecus
Password: BSUIGASUM

Just after the starting line, you should see a glass billboard to your right, marking a shortcut over a swimming pool. To the left of that pool is this track's egg!

Falls Down

Car: Road Trip
Password: ABOGOBOGA

This one's a little tricky. The first glass billboard leads to a stone tunnel, but don't take it—just use it as a landmark. Instead, go to the right and drive through the green shrubs—in other words, over the waterfall. The egg is sitting on a small rock ledge on the left wall, so you have to aim for it and cross your fingers. Try using one of the longer cars like the Mandrake or Road Kill. Still, it ain't easy.

The Gauntlet

Car: Vortex
Password: 1AREXT1AR

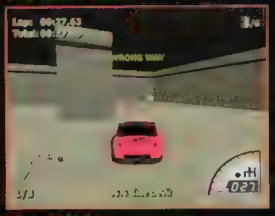
Watch for the conveyor belt that dumps steel into the pit of rotating spikes. Around the next corner is another set of red and blue ramps, and some cargo containers in the middle of the track. The egg is nestled in the cranny of the last container.

Touch and Go

Car: Redneck Rocket
Password: KCEROCTEK

Go to the cargo plane shortcut (the one you can drive through, marked by the red trucks), but don't drive through it. Instead, head up the ramp behind it and enter the terminal. Head left at the snack shop, crash through the window, and use the small roof as a ramp to get to the second building just ahead. In that building, make a hard right and you should find the egg in front of a plate-glass window.

Surf and Turf



Car: Cobalt
Password: TLACOBTLA

The eighth turn on the track features a dark gray stone building: it's a parking garage adjacent to the light-blue theater. Instead of zipping through it (it does count as a shortcut), explore it—you should find an egg tucked in the corner. If you see signs that say, "Now Playing" with the Rumble Racing logo and a billboard for Robo Wars, turn around—you've just passed it.

Coal Cuts

Car: Stinger
Password: AMHBRAAMH

This one's not too hard. Just after the first coal piles, there's a row of brown buildings to your right as you pass under several wooden bridges. There's an egg tucked behind the last of those buildings.

Wild Kingdom

Car: XXS-TOMCAT
Password: NALDSKHSD

After the extremely hilly part of the course shortly after the starting line, you should come to an area with yellow steel plates at the bottom of gray trapezoid-shaped bridge supports. The egg is behind the second of those supports. If you come to the red arrow ramp with raised corners, you've gone too far.

Over Easy

Car: Interceptor
Password: CDAAPTNIA

When you come into town, you'll make two 90-degree lefts and two 90-degree rights. That second right turn is near a small blue house—and an egg is hidden next to that house.

Outer Limits

Car: Thor
Password: THTORHROT

Toward the end of the lap, you'll see some moss-covered round rock formations on your left. Peek behind the first one, and you should find the last egg.

S.W.A.T. PRO

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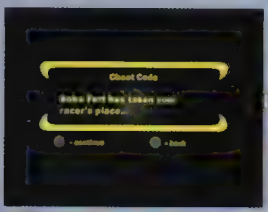
PlayStation 2

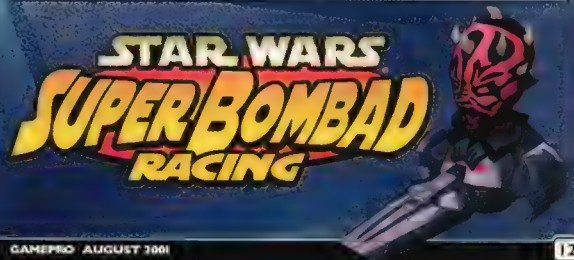
Star Wars Super Bombad Racing

Unlock AAT and Boba Fett



Unlock AAT: At the main menu, **press** ○, △, □, ○, △, □. If you entered the code correctly, "My, what a big tank you have…" will appear onscreen. Start a race as any character, and you will race in an AAT.

Unlock Boba Fett: At the main menu, **press** □, ○, △, ○, □. If you entered the code correctly, "Boba Fett has taken your racer's place…" will appear on-screen. Start a race as any character, and you will race as Boba Fett.



READER TIP OF THE MONTH

Nintendo 64

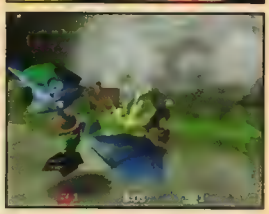
Conker's Bad Fur Day

Fifty Lives, Unlock Characters in Multi Mode, and More

At the main menu, select Options, then select Cheats. Enter any of the following passwords to unlock the corresponding cheat. If you entered the code correctly, the furnace devil will give you a thumbs-up.

Note: Unlocked characters are only available in Multi Mode.

Easy Mode:	EASY
Fifty Lives:	BOVRILBULLETHOLE
Unlock All Chapters and Scenes:	WELDERSBENCH
Unlock Cavemen:	EATBOX
Unlock Conker:	WELLYTOP
Unlock Gregg the Grim Reaper:	BILLYMILLROUNDABOUT
Unlock Neo-Conker:	EASTEREGGSRUS
Unlock Sergeant and Tediz Leader:	RUSTYSHERIFFSBADGE
Unlock Weasel Henchman:	CHINDITVICTORY
Unlock Zombies and Villager:	BEEFCURTAINS
Use Baseball Bat in Multi Race Mode:	DRACULASTEABAGS
Use Frying Pan in Multi Race Mode:	DUTCHOVENS
Very Easy Mode:	VERYEASY



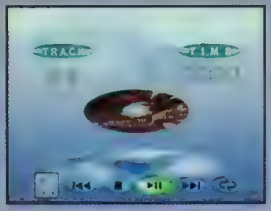
New Death Animation: At the password screen, enter SPUNKJOCKEY as a password. If you entered the code correctly, the furnace devil will give you a thumbs-up. Return to the main menu and select Multi, then choose War. During the game, use the sword or chainsaw to decapitate a Tediz to view a new death animation.

Alfred McEvoy III—La Fargeville, NY

Dreamcast

Quake III Arena

Hidden Music



Turn on the Dreamcast without a disc. At the Dreamcast main menu, choose Music to access the CD player. Insert the game disc and close the lid. If done correctly, an image of the game disc will appear on the screen. Tracks four through 19 are music from the game.

Ryan McKillip—Port Orange, FL

PlayStation 2

Army Men: Air Attack 2

Unlock All Missions

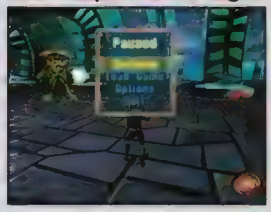
At the main menu, choose Continue Game, then select Password. At the password menu, **press Up, ×, ○, Up, Left, □, ○, ×.** Choose Single Player or Cooperative, and, if you entered the code correctly, all missions will be available at the mission selection screen.

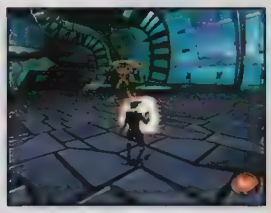
Jay Linder—Oshkosh, NE

PlayStation 2

MDK 2 Armageddon

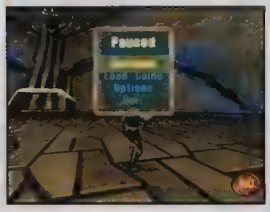
Invincibility, Kurt in Boxer Shorts, And Multiple Camera Angles

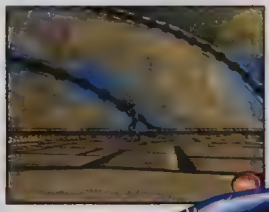




Invincibility: Pause the game, **simultaneously press and hold L2 and R2, and then press Up, Up, Down, Down, Left, Left, Right, Right, □, △, □, △, Select.** If you entered the code correctly, the game will automatically resume and you will be invincible.

Kurt in Boxer Shorts: At the main menu, **simultaneously press and hold L2 and R2, and then press □, □, △, □.** Start a game, and, if you entered the code correctly, Kurt will be wearing boxers and a T-shirt.





Matrix Camera: Pause the game, then **simultaneously press and hold L1 and R1.** If you entered the code correctly, the game will automatically resume in *Matrix* Camera mode.

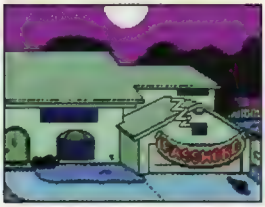
Racecar Camera: Pause the game, **simultaneously press and hold L2 and R2, and then press ○, ×, ○, ×.** If you entered the code correctly, the game will automatically resume in Racecar Camera mode.

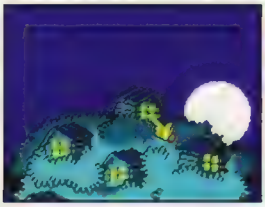
Stationary Camera: Pause the game, **simultaneously press and hold L2 and R2, and then press ○, ×, ○, △.** If you entered the code correctly, the game will automatically resume in Stationary Camera mode.

Game Boy Color

The Simpsons: Night of the Living Treehouse of Horror

Level Passwords





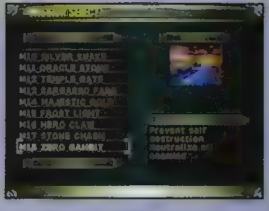
At the main menu, select Password. At the password screen, enter any of the following passwords to unlock the corresponding level. If you entered the code correctly, the level will be available at the level selection screen.

Level 2:	LYTPJTQWBKQ
Level 3:	SKCFKPJTFSJ
Level 4:	GFTFSRTNWQC
Level 5:	WSQJLTQFYWK
Level 6:	NPKYGBKTFWQ
Level 7:	XQRFJWRBTWP

PlayStation

Rainbow Six: Rogue Spear

Unlock All Missions



Insert a memory card, and, at the main menu, select Campaign. At the campaign screen, choose Load Game, then select OK when "Memory card doesn't contain file" appears. At the password screen, enter **P8H!H!P8P?H!?** as a password. If you entered the code correctly, you will automatically go to the Mission Select screen and all missions will be available.

PlayStation

Cool Boarders 2001

Unlock All Characters and Courses

At the main menu, choose Career mode, then enter **GIVEALL** as your name. If you entered the code correctly, a voice will say, "Hey! No cheating!" Return to the main menu, then select Quick Race, and all characters and courses will be available.

Jason Grooms—Christiansburg, VA

Dreamcast

Rainbow Six: Rogue Spear

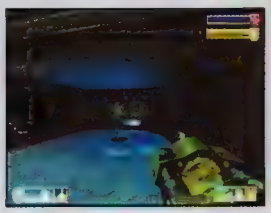
Cheat Menu

During gameplay, **simultaneously press and hold A, B, X, Y, and L, and then press Down**. If you entered the code correctly, a cheat menu will appear onscreen and you will be able to activate a number of cheats, such as Big Head mode, Invisible mode, and Win Mission.

Dreamcast

Unreal Tournament

Refill Health



Pause the game, then **press Down, Down, Down, Left, Up, Right**. If you entered the code correctly, you will hear the sound of a cocking gun and automatically resume the game with full health.

Game Boy Color

Action Man: Search for Base X

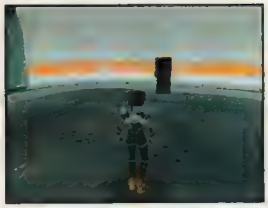
Unlock All Stages

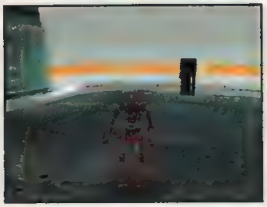
At the main menu, select Password. At the password screen, enter **7!B!** as a password. If you entered the code correctly, you will automatically go to the Stage Select screen and all stages will be available.

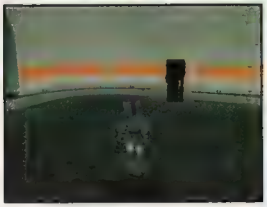
PlayStation 2

Oni

Play as Hidden Characters







During a game, **press Select**, highlight "Help," and **press L2, L1, L2,** □, ○, □ to activate the Master Code. Then **press L2, L1, L2,** □, ○, □, **L2, L2, L2, L2**. If you entered the code correctly, you will hear a sound and Konoko will be replaced by another character. **Press L2 repeatedly** to cycle through the 28 characters.

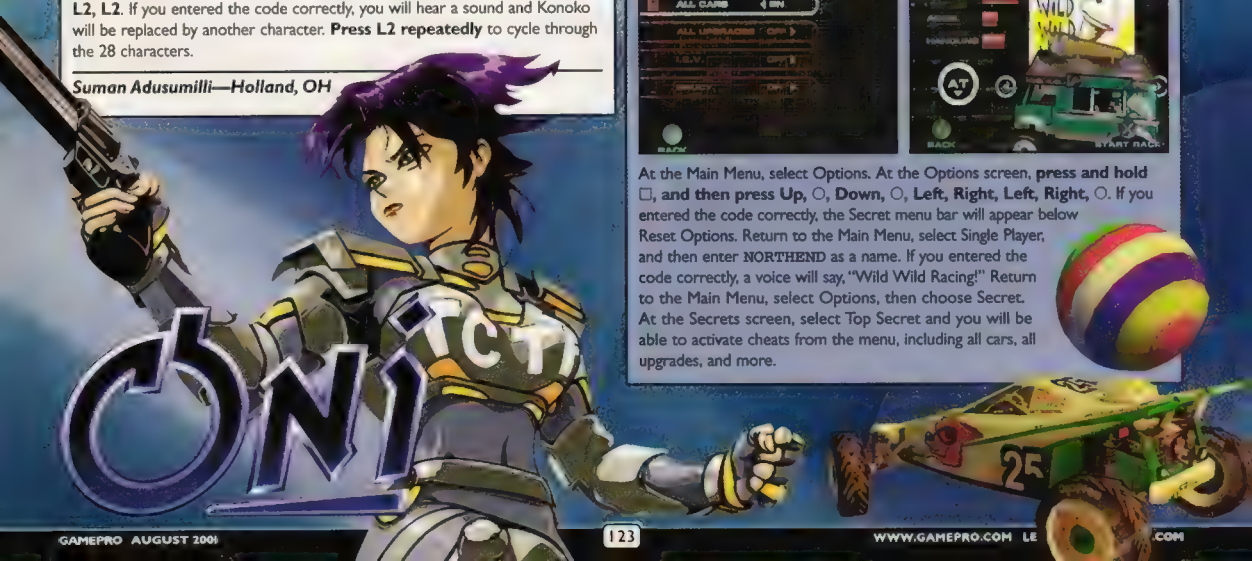
Suman Adusumilli—Holland, OH

PlayStation 2

Wild Wild Racing

Unlock Secrets Menu

At the Main Menu, select Options. At the Options screen, **press and hold** □, **and then press Up,** ○, **Down,** ○, **Left, Right, Left, Right,** ○. If you entered the code correctly, the Secret menu bar will appear below Reset Options. Return to the Main Menu, select Single Player, and then enter **NORTHEND** as a name. If you entered the code correctly, a voice will say, "Wild Wild Racing!" Return to the Main Menu, select Options, then choose Secret. At the Secrets screen, select Top Secret and you will be able to activate cheats from the menu, including all cars, all upgrades, and more.



PlayStation 2/DVD Player

Chasing Amy

Hidden Introduction Sequence

At the main menu, select Color Bars and, instead of the test pattern, you will see an introduction by Kevin Smith, Ben Affleck, Jason Mews, and Scott Mosier.

PlayStation 2/DVD Player

Whip and the Body

Hidden Deleted Scenes

From the main menu, enter the Special Features option. At the Special Features menu, put the cursor on Original American Main Titles and then **press Left**. If you did everything correctly, you'll access a hidden menu, Deleted Scenes.

PlayStation 2

Quake III Revolution

Level Skip

During gameplay, **simultaneously press and hold R1, R2, L1, and Select, and then press** ×, ○, □, △, ×, ○, □, △. If you entered the code correctly, you will automatically win the match.

Dreamcast

Spider-Man

Infinite Webbing, Level Select, and More

At the main menu, select Special. At the Special screen, choose Cheats, and then enter any of the following passwords to unlock the corresponding cheat. If you entered the code correctly, the screen will shake and the name of the cheat will appear at the top of the screen.

Note: A "_" designates a blank space.

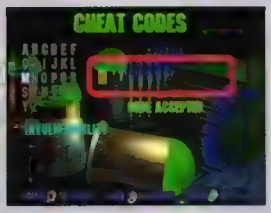
All Characters in Gallery:	RGSGLLRY
All Comic Books:	FANBOY
All Game Covers:	KIRBYFAN
All Movies:	CINEMA
Amazing Bag Man Costume:	KICK_ME
Ben Reilly Costume:	CLUBNOIR
Captain Universe Costume:	TRISNTNL
Full Health:	WEAKNESS
Infinite Webbing:	GLANDS
Invincibility:	ADMNTIUM
Level Select:	MME_WEB
Peter Parker Costume:	MRWATSON
Pulsating Head:	EGOTRIP
Quick Change Spidey Costume:	SM_LVIII
Scarlet Spider Costume:	XILBTRNS
Spidey 2099 Costume:	MIGUELOH
Spidey Unlimited Costume:	SYNOPTIC
Stick Spidey:	STICKMAN
Storyboard Viewer:	ROBRTSON
Symbiote Spidey Costume:	SECRTWAR
Toon Spidey:	FUNKYTWN
Unlock Everything:	LEANEST
What If Contest Mode:	UATUSEES

SPIDER-MAN

PlayStation

Tiny Tank

Cheat Codes and Level Select



At the main menu, select Options. At the Options menu, **simultaneously press and hold L1, L2, R1, and R2** to access the Cheat Codes screen. At the Cheat Codes screen, enter any of the following codes to unlock these cheats. If you entered the code correctly, the name of the cheat will appear.

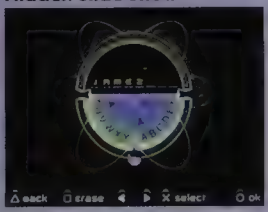
Disable Cheat Codes:	AAAAAAAAA
Invulnerability:	TANKODOOM
Little Tiny:	TINYTINY
Low Gravity:	FEATHER
Megaboost:	WEARROBOT
View AndNow FMV:	FMVSSS
View Appaloosa Interactive FMV:	FMVTTT
View Atmospheric Reduction Center Intro:	FMVIII
View Dead River Canyon Intro:	FMVAAA
View Desert-Robo Train Intro:	FMVEEE
View Ending FMV:	FMVVVV
View Game Over FMV:	FMVUUU
View Magneto Synchrotron Transporter Intro:	FMVJJJ
View the Maze Intro:	FMVPPP
View Mortar-Villa Airfield Intro:	FMVBBB
View Mount Mutank Intro:	FMVMMM
View the Nanometal Mountain Intro:	FMVGGG
View the Railgun Launcher Intro:	FMVNNN
View Tiny Tank Music Video:	FMVWWW

Level Select: At the main menu, highlight "New Game," then **press and hold L1, L2, R1, R2, Left, ○, Select.** If you entered the code correctly, you will automatically go to the Level Select screen.

PlayStation 2

Star Wars Starfighter

Hidden Slide Show

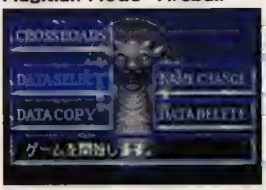


At the main menu, select Options. At the Options menu, select Code Setup. Enter JAMEZ as a password to view a hidden slide show by concept artist James Zhang. If you entered the code correctly, the slide show will automatically start.

Game Boy Advance

Castlevania: Circle of the Moon*

Magician Mode "Fireball"



Finish the game and start a new one. When you enter the Data Select menu, the phrase "Magician Mode 'Fireball'" should appear onscreen. Start a new game and, at the Name Entry screen, input FIREBALL. If you entered the code correctly, all magic cards will be in your item inventory.

** This code worked on the Japanese version of the game and may be different in the U.S. version.*

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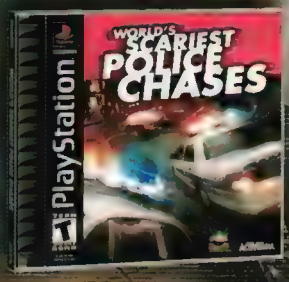

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INDEX OF ADVERTISERS

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Activision, Inc.	63, 126	Nabisco	59, 77
America's Promise	67	Namco	55
Cartoon Network	19	Nike	67
DC Comics	117	Phillip Morris Inc.	40, 41
Eidos Interactive	16, 17	Sega of America	8, 9, 22, 23, 97, 4th Cover
Electro Source, LLC	128, 3rd Cover	Sony Computer Entertainment America, Inc.	2, 3, 79
Enix America Inc.	71	Sprite	13, 95
Fox Home Entertainment	21	Square EA	14, 15
InterAct Accessories	2nd Cover, 1	THQ, Inc.	4, 5
KOEI	73	Toys 'R' Us	49
Konami	7, 93	Ubi Soft Entertainment	29, 75
Kraft Foods	27	Wal-Mart	32, 33
LucasArts	87	WM. Wrigley Jr., Co.	11
McDonald's	31		

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